Who's Who IN Martian Manhunter

Cover Artists

Carlo Barberi
Ryan Benjamin
Brett Booth
Scott Kolins
Ken Lashley
Rob Liefeld
Marat Mychaels
Adrian Nelson
Norm Rapmund
Dietrich Smith

Cover Colors

Mac

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WHO'S WHO'S HOWS & WHYS

If you're a Baby Boomer, you may remember The Manhunter from Mars as a back-up feature in Detective Comics from before the rise of Batmania, or perhaps as the founding member of the Justice League of America who faded away into obscurity. If you're instead a part of Generation X, you may well have missed all of the Sleuth from Outer Space's very few appearances between 1968-1984, and instead discovered him as part of the "Detroit" era of the Justice League, as an action figure in the Super Powers Collection, or as leader of the humorous International League. As a Millennial, the Alien Atlas might have passed your way as part of the popular "Magnificent Seven" JLA reboot, or the Cartoon Network Justice League cartoon. Whenever you were born, there's a good chance that you think of the Martian Marvel as a member of a super team or a figure in the greater DC Universe, but not as a noteworthy solo super-hero with a collective seventeen years worth of his own monthly adventures featuring villains, supporting characters, and concepts exclusively under his banner.

You wouldn't be alone in that assumption. H'ronmeer bless DC Comics for reprinting all of J'onn J'onzz's Silver Age stories in their Showcase Presents volumes, but you won't see many of those tales or the ones that followed reflected in the company's much loved reference volumes. Most especially, Who's Who: The Definitive Directory of the DC Universe is dear to the hearts of those who appreciate this company and mainstream super-hero stories in general. It featured an entry for the Martian Manhunter, and absolutely no one else directly and dependently associated with the hero, not even ones mentioned in the entry itself. Who's Who had the unenviable task of attempting to create an encyclopedic distillation of fifty years worth of DC Comics, and Martian Manhunter was at the time of its publication a minor figure just returned from a lengthy absence outside of regular publication. And yet, even after the hero was granted two ongoing series and more mini-series and specials, most of these stories disappeared into the ether as soon as they were published for as little as they're referenced elsewhere. In fact, the communication of Martian Manhunter's history to fans is so poor that Baby Boomers and Generation X have completely different conceptions of the character and his trappings, while Boomlets could very well forget that he even exists, unless they happen to watch the television series Smallville or Supergirl.

As a fan of both Martian Manhunter and Who's Who, I wanted to create the encyclopedia of J'onn J'onzz that DC lacks the will and the resources to provide. I've delved into decades of stories to write synopses that span the entire sixty-plus year history of the hero without regard for whichever version of continuity is currently in vogue. From out of my own pocket, I've paid for artists to create new renderings of the cavalcade of characters that most readers have rarely or barely heard of. I've formatted this material in the fun accessible style of the classic Who's Who series, which I assure you took no small amount of time and effort, making me painfully sympathetic to the craftsmen and editors who put the original book together every month with analog technology. And finally, I'm offering the finished product free of charge to anyone with an internet connection.

This is the first volume of Who's Who: Martian Manhunter. It's only the beginning of an exploration of the worlds of the Manhunter from Mars, but it's a much better start than I had when I realized years too long after first making his acquaintance what a fantastic continuum that Choco addict existed in. I hope you enjoy it, and I could use the moral support to gird me on once more unto the breach for Volume II. I'll never know true peace if I never take this thing from Arnold Hugo-to-Zook, after all...

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Dan Didio & Jim Lee, Co-Publishers
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B'ENN B'URNZZ!

PERSONAL DATA

Real Name: B'enn B'urnzz
Occupation: Criminal
Group Affiliation: None
Base of Operations: Mid-21st Century Earth
First Appearance: Detective Comics # 305 (July 1962)
Height: 6'7" *Weight:* 250 lbs.
Eyes: Dark *Hair:* None

HISTORY

B'enn B'urnzz was a criminal Martian hiding out on Earth in the year 2062. With a special "Anti-Martian Multi-Weapon," he was soon "smoked out." Futuristic policemen pursued B'urnzz into a laboratory containing a new time machine, which B'urnzz used to escape to one hundred years into the past.

B'urnzz enlisted a gang of Earthlings to rob a bank with him in Middletown. The Martian simply smashed through a wall, then swatted the security guards' bullets away like flies. B'urnzz ripped the floor out from under the guards, sending them reeling out of the bank. To open the vault, B'urnzz spun in place at incredible speed until reaching a sonic frequency that shattered the feet-thick steel door. B'urnzz's men grabbed all the money that they could carry, but as the party exited, they were confronted by J'onn J'onzz, the Martian Manhunter.

B'enn B'urnzz scoffed at the Manhunter's demand that he turn himself in, and the Martian Gladiators sparred on a street for hours without either gaining ground. Finally, the Martian Manhunter broke away to inhale a mouthful of gasoline, with which he drew a circle around B'urnzz. A police officer who had traveled from the future in pursuit of B'urnzz then lit the circle, and it was into the custody of this "Futureman" that J'onzz released the unconscious Martian criminal. B'urnzz's human posse were similarly led to jail.

POWERS & WEAPONS

B'enn B'urnzz has been confirmed to command super-human strength, speed, and stamina. B'urnzz can fly, is nigh-invulnerable and can create a sonic blast by spinning in place at fantastic speed.

Presumably, B'enn B'urnzz possesses all the powers and abilities of the Martian race.

However, as a criminal, it is possible B'urnzz was at some point exposed to Formula Z6 or a future equivalent, stripping him of the ability to use any powers while invisible.

As with all Martians, B'enn B'urnzz swiftly loses all of his incredible powers in the presence of open flame. B'urnzz will almost immediately collapse if exposed, and prolonged exposure can be

Art by Jerry Rascoe

B'RETT

PERSONAL DATA

Alter Ego: B'rett
Occupation: Criminal
Marital Status: Unknown
Known Relatives: None
Group Affiliation: None
Base of Operations: Mars
First Appearance: DETECTIVE COMICS #273 (Nov. 1959)
Height: 6'7" *Weight:* 250 lbs.
Eyes: Black *Hair:* None

HISTORY

B'rett was a Martian convict who escaped captivity to Earth by stowing away in an experimental missile that overshot its mark. He landed in Middletown, U.S.A., where he immediately went on a destructive rampage. This attracted the attention of resident policeman and heroic Manhunter from Mars J'onn J'onzz, who followed B'rett to an abandoned warehouse. On being confronted, B'rett expended the battery charge of his ray gun firing on the invisible Manhunter. Failing to make his mark, B'rett released a pellet of Formula Z6. This was the chemical given to Martian criminals to rob them of their super-powers while invisible, and affected the Martian Manhunter for years after this exposure.

B'rett returned to the missile, where he re-charged his ray gun. In order to save Middletown policemen from certain death at B'rett's hands, the Martian Manhunter revealed not only his existence to the world, but also his greatest weakness. B'rett was weakened by a fire set by J'onn J'onzz, then returned to the missile, which was eventually launched into orbit

POWERS & WEAPONS

All Martians possess several powers, including superior strength and reflexes. B'rett could clearly summon super-breath, super-speed, and become immaterial.

Martians can typically alter their shapes and impersonate others, though B'rett did not display such talents. It is possible exposure to Formula Z6 robbed him of these attributes, as it did the ability to use any of his Martian super-powers while invisible. B'rett also displayed none of the usual Martian mental skills, such as limited telepathy and telekinesis.

His one known weakness is fire, which will sap his strength and eventually kill him.

B'rett carried a Martian ray gun that could vaporize most targets, including fellow Martians. ■

Art by Mark Texeira & Nick Pitarra

BEL JUZ

PERSONAL DATA

Alter Ego: Bel Juz
Occupation: Conspirator
Marital Status: Single
Known Relatives: None
Group Affiliation: Soldiers of the Red Brotherhood
Base of Operations: Mars II
First Appearance: World's Finest Comics #212 (June, 1972)
Height: Variable *Weight:* Variable
Eyes: Yellow (variable)
Hair: Lilac; Blond (variable)

HISTORY

After her home world of Mars was rendered uninhabitable by Commander Blanx, Bel Juz fled to the planet Vonn with the remnants of her fellow Desert Dwellers, the green-skinned Martian race. There, Bel betrayed her people to the Thythen, invaders who had driven out all the known natives of Vonn. The Thythen employed cybernetics to enslave the Martians, then used their life-force to power large Robo-Chargers. Only Bel Juz remained free among her group.

J'onn J'onzz, the Manhunter from Mars, discovered his nomadic people's fate, after having searched for them following Mars' devastation. Martian Manhunter was joined in confronting the Thythen by Superman, who was temporarily displaced on Vonn. Bel Juz was dispatched to greet the heroic pair, and lead them into a trap.

Superman detected duplicity in Bel's words, and ordered J'onn J'onzz away in order to confront the Jezebel alone. Despite powers diminished under a red sun, Superman managed to wrestle Bel Juz unconscious, then piloted a spacecraft in a kamikaze run on the Thythen stronghold. Martian Manhunter, believing Superman dead, went on to liberate his people. Bel Juz rejoined the Desert Dwellers, with no one aware of her treachery, so long as Superman remained out of contact on Earth.

Fearing J'onn J'onzz would eventually uncover her true nature, Bel Juz left his company to become the lover of the enigmatic Marshal of the Red Brotherhood. To protect herself, Bel encouraged the Marshal's coup against the new Martian government. Bel Juz counseled the Marshal throughout his campaign to conquer Earth, including his conflicts with the Justice League of America. Finally confronted by Martian Manhunter, Bel pressed the Marshal into one-on-one combat with their mutual nemesis. The duel ended in dishonor and defeat, as Bel Juz attempted to gun Martian Manhunter down, before being stopped by Firestorm. Both Bel Juz and her Marshal were taken into Martian custody, and have not been seen since.

POWERS & WEAPONS

Bel Juz was presumably born with all the known innate Martian powers and vulnerabilities. However, she has to date only demonstrated limited flight and a degree of super-strength. It is likely that she would lose all powers, and eventually her life, through exposure to flame. Bel Juz has made use of laser guns in the past.

Art by Brian Denham, Robert Wilson IV, Paul Gulacy & Walden Wong

BETTE NOIR

PERSONAL DATA

Alter Ego: Bette Noir
Occupation: Psychic parasite
Marital Status: Single
Known Relatives: None
Group Affiliation: D. N. Aliens
Base of Operations: Cadmus
First Appearance: Martian Manhunter #1,000,000 (November, 1998)
Height: Variable
Eyes: Violet *Hair:* Black

HISTORY

At Project Cadmus, a bloated, grotesque, immobile creature with various appendages appeared to lay comatose within their Monster Alley holding pens. In truth, this being was a form of psychic vampire, gaining power through absorbing the mental energy of surrounding D. N. Aliens until they were sent into a vegetative state. The being could then forge this psychic energy into a proxy self-identifying as "Bette Noir" and composing the form of a seductive pale-skinned woman. Following her victimization of the telepathic D. N. Alien Dubbilex, the Martian Manhunter was brought in by Cadmus to investigate.

J'Onn J'Onzz attempted a mind meld with Dubbilex, and was nearly sucked into a psionic black hole within him where all of his considerable mental power had been drained by an unknown nearby source. J'Onzz oversaw the construction of a cage around Dubbilex's physical form that would disrupt his draining, while the Martian set down a telepathic net to detect the assailant when they investigated the disruption. Even still, Bette Noir arrived without setting off this web of psionic energy, then offered a demonstration of her powers that temporarily bested the Manhunter, the cloned Guardian, and other members of Project Cadmus. However, the Martian Manhunter recovered quickly, traced Bette back to her physical body, and telepathically crafted psionic restraints that trapped Bette within her own mind. J'Onzz expressed regret at this harsh but necessary sentence, and vowed to work toward improving the living conditions on Monster Alley.

Some time later, the serial killer of metahumans Dr. Trap learned of the existence of the highly developed D. N. Alien telepath, and used connections cultivated over the years to make contact. Trap offered to free Bette Noir from her body while allowing her a place within his own mind, but failed to elaborate that he would have her physical body killed while subjecting Bette to conditioning that allowed him to subjugate her. Bette was then used to mentally manipulate J'Onn J'Onzz into confronting the captive Dr. Trap, who unleashed the full force of Noir's power to cause J'Onzz to relive his every painful memory at the same time on a continuous loop. J'Onzz was only very briefly incapacitated, and his powers were temporarily muted, but he ultimately reached a mutually beneficial agreement with Bette Noir to reside within and torment Dr. Trap instead.

When last seen, Bette Noir was revisited by J'Onn J'Onzz as a suspect in crimes actually being committed by the disembodied spirit of Harley Quinn. However, he did find that Bette's continuous punishment of Dr. Trap had become sadistic, so the Martian Manhunter collaborated with Trap to press Bette Noir into becoming a more conscionable warden over his psyche.

POWERS & WEAPONS

Although the D. N. Alien's physical form was static, her psychometric manifestation as Bette Noir was largely unhindered by corporeal restrictions. She could fly and pass through solid objects. Her powers are telepathic, telekinetic, and pyrokinetic, which allowed her to interact with J'Onn J'Onzz's body even when he would otherwise have been intangible, lighting his molecules on fire and threatening to similarly burn out his mind. Bette Noir can enter a person's mind and alter their perceptions, at one point taking the form of J'Onzz's deceased wife M'yri'ah in a bid to seduce him, and monstrous forms to inspire fear. Since losing her physical body, Bette Noir has needed to be hosted in the minds of others. □

Art by Vo Nguyen

CAY'AN

PERSONAL DATA

Alter Ego: Sara Moore
Occupation: Manipulator
Marital Status: Unknown
Known Relatives: None named
Group Affiliation: None
Base of Operations: Mobile
First Appearance: Martian Manhunter #3 (December, 2006)
Height: Variable *Weight:* Variable
Eyes: Red *Hair:* None

HISTORY

Cay'an was a Green Martian who through unknown means survived the plague that struck down almost all sentient life on her home world, including her entire family. Cay'an recognized that Ma'alefa'ak was behind the engineered tragedy, but he was presumed dead after a final confrontation with his brother, J'Onn J'Onzz. Since J'Onzz was a Manhunter, responsible for protecting the people of Mars, Cay'an held him accountable as his brother's keeper. However, J'Onzz was teleported against his will to the planet Earth, robbing Cay'an of her planned vengeance.

Cay'an spent years searching, and upon learning J'Onn J'Onzz was on Earth, lay in wait. She began developing and implementing a massively complex scheme to draw out and isolate the Martian Manhunter involving the capture and brainwashing of White Martians into believing themselves to be J'Onzz's green-skinned countreymen. Cay'an then turned over these Martians to a clandestine branch of Homeland Security and planted evidence that would lead J'Onzz to free them, which would then place the Martian Manhunter in the cross-hairs of the U.S. government, the Justice League, and even the disguised White Martians once their conditioning began to break down. Further, Cay'an assumed the human identity of Sara Moore, a scientist with S.T.A.R. Labs, and insinuated herself into J'Onzz's group to keep her enemies close.

As the White Martians began to recover their memories and turn on J'Onzz, one was unintentionally killed in battle, and the rest were subdued by the Martian Manhunter. Till'all, the youngest and most idealistic of the group, retained his affection for J'Onzz even after the death of his father and reversion to his true form. Till'all also had a psychic connection to Cay'an, which J'Onzz used to lure her from out of hiding. Confronted by Martian Manhunter while flying in her Sara Moore form, Cay'an finally revealed herself and her plans before attempting to destroy J'Onzz directly. After a brief battle, Cay'an vanished following the explosion of J'Onzz's and Cay'an's psionic pulses impacting against one another.

POWERS & WEAPONS

Cay'an has exhibited the powers of telepathy, flight, shape-shifting, a superhuman physique, and a devastating psionic pulse of destructive telekinetic force from out the palm of her hand. Cay'an would presumably possess the full compliment of Green Martian abilities, including invisibility, intangibility, and heightened Martian senses. Martians generally suffer from ataxia, overwhelming fatigue, decline in powers, and potential death in the presence of open flame.

Art by Vo Nguyen

CHASE

PERSONAL DATA

Alter Ego: Cameron Chase
Occupation: Federal Agent
Marital Status: Single
Known Relatives: Terry (sister), Walter (father, deceased)
Group Affiliation: Department of Extranormal Operations
Base of Operations: Gotham City
First Appearance: Batman #550 (January, 1998)
Height: 5'8" *Weight:* 140 lbs.
Eyes: Green *Hair:* Blonde

HISTORY

When Cameron Chase was seven years old, she witnessed the grisly murder of her father by the serial killer Dr. Trap. Beyond this personal tragedy, Chase was also negatively affected by learning that her father had a secret, if minor, super-heroic career as the Acro-Bat, which directly led to his demise. Years later, when the modern era of super-heroes began with the arrival of Superman, Chase maintained a jaundiced view of their vigilante activities. Chase grew up to become a private investigator in San Francisco, where she had run-ins with Green Lantern Hal Jordan and the supernatural Klarion the Witch Boy.

From there she was recruited by the Department of Extranormal Operations, the government agency tasked with investigating metahuman activity. She moved to New York City to join the D.E.O.'s Northeastern Regional Office under the supervision of the reformed super-villain Director Bones. Her earliest assignments included trips to Gotham City to investigate Batman and Clayface, a perilous South American mission with the Suicide Squad, and babysitting the Teen Titans during a media event.

The D.E.O. were themselves investigated by a disguised Martian Manhunter, which began an antagonistic relationship between the agency and the Justice League member. Cameron Chase was assigned to look into the homicide of P.I. John Jones' partner Karen Smith, which in turn led her to learn that the detective was in fact J'Onn J'Onzz, information Director Bones attempted to use to extort services from the Manhunter from Mars. A list of the multitude of secret identities held by J'Onzz during his time on Earth was found among Smith's belongings, including the Bronze Wraith, a teammate of the Acro-Bat and sole surviving member of the Justice Experience. J'Onzz refused to cooperate with Bones, and against the protestations of Chase, the list was released to the public; a move that proved a public relations disaster for the D.E.O.

Dr. Trap eventually conspired with Bette Noir to escape custody, and attempted to murder Cameron Chase, but she was rescued by Martian Manhunter. Later, Cameron Chase moved to Los Angeles and began working closely with Prosecutor Kate Spencer, her college roommate, who she recruited into the D.E.O. due to her extralegal activities as the costumed vigilante Manhunter. Dr. Trap escaped again, nearly murdering Cameron and her sister if not for the intervention of Spencer's associate Dylan Battles, with whom Chase had a brief relationship which resulted in pregnancy. Chase was once captured by the Global Peace Agency and tortured for information in Electric City, but worked with Tom Tresser (see Nemesis) to escape. Most recently, Chase was reassigned to Gotham City, where she kept tabs on Batwoman.

POWERS & WEAPONS

Cameron Chase is herself a metahuman with the ability to temporarily hamper the powers of others, causing them to dampen, overload, or otherwise backfire unpredictably. Chase isn't fully conscious of this power, and can only access it in times of extreme stress and threat to personal safety. She is an investigator well versed in the use of her automatic pistol, a moderately skilled fighter, and a computer hacker.

Art by Vo Nguyen

COMMANDER BLANX

PERSONAL DATA

Alter Ego: Blanx
Occupation: Commander of Pole Dweller military forces
Marital Status: Unknown
Known Relatives: None
Group Affiliation: Pole Dwellers
Base of Operations: Mars
First Appearance: Justice League of America #71 (May, 1969)
Height: Variable *Weight:* Variable
Eyes: White (variable) *Hair:* None

HISTORY

Commander Blanx led white-skinned Martian Pole Dweller forces in an invasion of green-skinned Desert Dweller territory as part of a world-wide civil war in pursuit of the Blue Flame of Mars. His chief rival was Military-Science leader J'onn J'onzz, whom he met in hand-to-hand combat before the Flame. Blanx had one of his men strike J'onzz from behind during their engagement, and took the Desert Dweller into custody. J'onn J'onzz was too popular a figure to execute, and was instead sentenced to thirteen years in exile by a court presided over by Blanx.

During his first year under the sentence, J'onzz was accidentally whisked away from Mars by a teleport beam to Earth circa 1955. For the next few years, Jones attempted to return home by the same means, sending out a probe-ray that was detected by Commander Blanx. In 1959, Blanx first tested the probe by sending a cache of Martian weapons to Earth, then travelled there himself with an away party. Blanx had intended to murder his arch-enemy, but the John Jones caused a fiery explosion while in his human form and escaped. Commander Blanx then led his men in riots through J'onzz's adoptive home, Middletown U.S.A., to draw out the Manhunter. Blanx was briefly knocked out by the Martian Manhunter, but escaped while J'onzz was distracted by questioning from the Flash in their first encounter (see Flash II).

Commander Blanx and his men set a trap for J'onn J'onzz, whom they captured and bound to a rocket set for launch. Their actions were detected by an early collection of super-heroes before the rocket was ignited, and the two groups clashed. Blanx fought with Superman, who was impressed by the Martian's power. During the battle, the Manhunter was released, and he revealed to the Earthling heroes the Martian vulnerability to fire. The Pole Dwellers were swiftly defeated, and were carried by the Man of Steel back to Mars.

Commander Blanx's activities after his return to Mars are vague. Presumably, he returned to power among the dominant Pole Dwellers. At some point, representatives of a distant star-system offered to buy Mars for mineral wealth. According to their code, only the last living Martian had the right to sell. Viewing an increasingly pacifistic Mars as weak and unworthy of continued existence, Blanx loosed the Blue Flame upon the world. The planet was rendered uninhabitable to the very few surviving Martians of the devastation this wrought.

J'onn J'onzz returned to his homeworld after his term of exile, first to aid those he could, and then to see Blanx paid for his actions. With the help of the Justice League of America, the Martian Manhunter

overcame Blanx's forces, then confronted the villain in singular armed combat. Over the course of their dual, Blanx fell from a considerable height and was crushed by a large globe. Whether Commander Blanx survived the encounter is unknown, but he has not been seen since.

POWERS & WEAPONS

Presumably, Commander Blanx possesses all the powers and abilities of the Martian race, including telepathy, invisibility, intangibility, flight and Martian Vision, and demonstrated super-strength, enhanced reflexes, shape-shifting, flight, invisibility and limited invulnerability. Blanx's strength was great enough to rival Superman's by his own admission. A Pole Dweller in Blanx's company possessed super-hearing, a power he would likely share. Commander Blanx did not have any super-powers on his native Mars, and like many Martians the extent of his powers depended on his environment. While largely invulnerable on Earth, his one known weakness was fire, which would sap his strength and eventually kill him. While not as resilient against it as the Martian Manhunter, Blanx and his fellow Pole Dwellers seemed to react to its presence much better than other Martians from his time period, who tended to collapse immediately at the sight of flame.

Blanx appeared to be enamored with and proficient in the use of any number of Martian weapons. He was most often seen with a Microwave Pistol, powerful enough to injure even near-invulnerable beings like the Martian Manhunter. As commander of the Pole Dweller military, Blanx had access to a sizable arsenal, including specialized tanks.

Through his contact with representatives of a distant star-system, Blanx was also given use of several interstellar spacecraft capable of projecting red sun radiation that could immobilize the entire Justice League of America. Blanx seemed a capable pilot in the operation of these craft.

Art by Marat Mychaels & George Pérez

THE CONJURER

PERSONAL DATA

Alter Ego: Unknown
Occupation: Thief
Group Affiliation: None
Base of Operations: Middletown, U.S.A.
First Appearance: Detective Comics #263 (January 1959)
Eyes: Dark *Hair:* Black

HISTORY

Using "magical devices," the Conjurer began a string of robberies in the city of Middletown, bringing him to the attention of the Manhunter from Mars. In his role as Detective John Jones on the local police force, the Manhunter requested the Conjurer's case, but was saddled with a documentarian during his pursuit. Stymied by an inability to use his Martian powers while being filmed, Jones was repeatedly thwarted by the Conjurer's chicanery, as the criminal made off with a variety of ill-gotten goods. During a final heist at the Yardly Toy Company, the Conjurer knocked out the filmmaker with a model airplane, allowing the Martian Manhunter to bring his full power to bare. The Conjurer was beaten unconscious by giant Jack-In-The-Boxes guided invisibly by Manhunter and taken into custody by Det. Jones.

POWERS & WEAPONS

According to Martian Senses, the Conjurer possessed no actual super-powers, just slight-of-hand. Regardless, the Conjurer's skill as a magician and paraphernalia were impressive. Smoke bombs enabled him to "vanish," his top hat could release dozens of blackbirds, and he could move any number of objects at once through no clear means.

Art by Shane Davis

THE DEVIL MEN OF PLUTO

HISTORY

L'lex Xanadar and two unnamed partners were infamous bandit brothers from the dwarf planet Pluto, known at least as far as Mars to inhabit the lawless B'ar Mountains. Following a successful heist orchestrated by the scientist Nar, the Devil Men decided to gun down their benefactor and divide his share three ways. However, the treasure needed to be recovered from Earth, and involved a scavenger hunt for parts to a robot that, when constructed, would uncover the loot. The Devil Men made no attempt to conceal their presence on Earth, swiftly attracting the attention of the expatriate hero Martian Manhunter. This was a minor concern, as Plutonian weaponry easily routed any attempts by the Manhunter to hinder their progress. The robot was swiftly constructed, but a booby trap planted by Nar gave the scientist the last laugh. The Devil Men perished when the robot exploded in front of them.

POWERS & WEAPONS

The Devil Men possessed a wide variety of powerful weapons, including individual Plutonian handguns that could fire shrink rays, energy blasts, and an ultra-violet light flash capable of uncovering an invisible Martian. The group carried Element X2, crushed herbs that would form a fiery powder, in their belt pouches. They could fly for an undefined period of time through Plutonian gas-propelled flight capsules. The Devil Men's interplanetary travel was provided by a flying saucer that could deploy a giant buzz saw to shear away trees and create a landing field.

First Appearance: House of Mystery #159 (June, 1966)

Art by Paul Maybury

DIABOLU

PERSONAL DATA

Alter Ego: Diabolu
Occupation: Wizard
Marital Status: Single
Known Relatives: None
Group Affiliation: None
Base of Operations: Babylonia
First Appearance: House of Mystery #158 (April, 1966)
Eyes: Magenta *Hair:* Gray

HISTORY

Centuries ago in ancient Babylonia, the evil wizard Diabolu stood behind the throne of Nebuchadnezzar until his overthrow by the Persian king Cyrus. Since the Babylonian people welcomed Cyrus' arrival, Diabolu, dying and driven insane, vowed revenge on the land. To this end, Diabolu set about constructing his Idol-Head, which he filled with many terrible magical evils as a sort of Pandora's Box. A man Diabolu had forced to become his apprentice tried to destroy the Idol-Head before its completion, and failing that, fled. Diabolu sent a giant monster to destroy his former apprentice's entire village, but everyone was saved by a temporally-displaced Martian Manhunter. The alien hero had spent some time in his own era trying to locate and destroy the Idol-Head, whose periodic release of terrors the Manhunter was repeatedly forced to defend Earth against. Learning the true nature of Diabolu and the Idol-Head, the Martian Manhunter was finally prepared to help end the threat of both.

Diabolu cheered on the monster he had sent to the village, as it recovered from its initially defeat to resume battle with the Martian Manhunter. Pleased that the creature had appeared to best the Manhunter, Diabolu locked it up inside the Idol-Head, sealing off the construct for future mischief. The wizard, finally at peace and believing it was his time to die, collapsed and struck his head on a table. However, in truth the Martian Manhunter had assumed the form of a monster in order to return to his present time through imprisonment in the Idol-Head. Upon release, the Manhunter shattered the Idol-Head, ending Diabolu's legacy.

POWERS & WEAPONS

The full breadth of Diabolu's power is unknown, as he was terminal in his only appearance. Diabolu could conjure a host of monstrous menaces, and direct them to some degree. Diabolu constructed his own Idol-Head as a storehouse for these creatures, whom he turned to mist and held in containment. ■

Art by Cody Schibi

DR. TRAP

PERSONAL DATA

Full Name: Larry Trapp
Occupation: Inmate, Former mechanical engineer and serial killer
Marital Status: Widower
Known Relatives: Coroline Anders (wife, deceased)
Group Affiliation: None
Base of Operations: Riker's Island Prison, NY
First Appearance: Chase #3 (April 1998)
Height: 5'10" *Weight:* 160 lbs.
Eyes: Light Brown *Hair:* None

HISTORY

Larry Trapp was deformed from birth, an outcast who never believed he could find someone to love him. He eventually found a bride in Coroline Anders, until she died by accidental electrocution during a subway battle between the amateur super teams Justice Experience and House of Pain. An eccentric genius, Trap vowed revenge on all the superbeings he blamed for taking away his one chance for happiness.

Dr. Trap created a variety of vicious devices, which he used to slay at least thirty-five super-beings in the New York, Metropolis and Gotham City areas. One of his victims was The Bronze Wraith, an identity of the Martian hero J'Onn J'Onzz prior to his revealing his presence on Earth. Temporarily left an amnesiac by the attack, J'Onzz was unable to prevent the murders of all his fellow members of the Justice Experience. Trap's murder spree lasted two years before he was captured by the Justice Society of America, with the aid of the recovered "Bronze Wraith."

Decades later, Trapp used connections within the Cadmus Project to contact the telepathic predator Bette Noir. Trapp arranged the death of her physical body, but allowed Noir's psyche entry into his mind as a safe harbor until she could find a new host. Dr. Trap then baited the Martian Manhunter into a confrontation where he could unleash Bette Noir upon the hero while he escaped captivity. While J'Onzz struggled to function amidst a mental onslaught, Dr. Trap re-outfitted himself to pursue the daughter of his first murder victim, the Acro-Bat, who had grown to become a D.E.O. agent. His target, Cameron Chase, attempted to turn the tables on Trapp, but ultimately required the aid of a restored Martian Manhunter.

J'Onzz empowered Bette Noir to take over Trapp's mind, where he would remain her psychic captive as he continued serving twenty-three life sentences.

Art by Andy Kuhn

POWERS & WEAPONS

A brilliant mechanical engineer, Dr. Trap lives up to his namesake, crafting intricate devices capable of murdering metahumans. Trapp's jaw and mouth have been replaced by hinged steel "teeth" that resemble a bear trap. This device is capable of tearing out a human throat.

THE HEADMASTER

PERSONAL DATA

Alter Ego: Thaddeus Romero Hoskins
Known Aliases: The Headman, the Headhunter Killer
Occupation: Mad scientist
Marital Status: Single
Known Relatives: Referenced only
Group Affiliation: The Headmen
Base of Operations: Denver, CO
First Appearance: Martian Manhunter #1,000,000
Height: 9'
Eyes: Yellow (mechanical) *Hair:* None

HISTORY

Presuming that human extinction was inevitable via any number of natural or manmade causes, survival of the species became the driving concern of a brilliant young scientist named Thaddeus Romero Hoskins. An arrogant elitist born to a rich family, Hoskins graduated M.I.T. at the age of fifteen. However, Hoskins' social skills never developed properly, and he felt alienated by all around him.

Hoskins was inspired to develop a robotic model for military application that consisted of an inhuman head attached to spidery legs. Dubbed a "headman," it could decapitate enemy soldiers in the field and reanimate their bodies to act as cannon fodder for its controllers. It wasn't generally known in scientific circles that the robots had moved beyond the theoretical stage prior to the discovery of Hoskins' mutilated corpse, and was then thought abandoned.

Hoskins decided to replace his human body with a powerful new bipedal shell, based partially on the work of Will Magnus. Placing his living brain into the robot, Hoskins redubbed himself the Headmaster, and set his plan for mass exodus into motion. He re-purposed a former NORAD installation, dubbed the Ark, and designed as a nuclear bomb shelter. From there, the Headmaster set to work on a massive spaceship that could carry his choices for the finest examples of humanity off their home planet. In need of a work force to carry out the task, the Headmaster created an army of headmen drones. He then sent them out to kill and commandeer the bodies of homeless people to construct his craft.

The murders of two police officers, who stumbled upon one of Headmaster's victims under the control of a headman, attracted the attention of private investigator John Jones--secretly the Manhunter from Mars. Using his shapeshifting abilities to assume the visage of a derelict, J'Onn J'Onzz staked out an alley until he was attacked by a headman. After being wounded in a struggle with the device, the Martian Manhunter took its remains to the JLA Watchtower for further study. With the aid of Steel and Oracle, the Manhunter located the Ark and its contents. The Headmaster met with J'Onzz, hoping to convince him of the merits of his plan, so that he would not lose precious time by abandoning the base. Dedicated to the preservation of all life, equally treasured, the Manhunter from Mars declared himself the Headmaster's implacable foe. A scuffle ensued, which ended with the Martian Manhunter burying the Headmaster under his own space ship. The damage Headmaster took deactivated his headman, and pieces of his robotic armor were uncovered after an explosion leveled the Ark. It is unclear whether Hoskins' brain was still within the Headmaster body, or if he is perhaps still at large.

POWERS & WEAPONS

The full capabilities of the Headmaster cyborg are unknown. It was extraordinarily strong, with energy emitting gauntlets. Hoskins could control his army of headmen through the suit.

The Headmen were spider-like robots created by Hoskins to do his bidding, with heads resembling the Headmaster's. Standing at roughly two feet tall, with long arachnid legs tipped with blades, the headmen were controlled by human brains wiped clean and "reprogrammed." The headmen were often assigned the task of decapitating derelicts, dipping their spiked limbs into their victim's chest cavity, and replacing their headspace with its own. The headmen could then animated the deceased bodies to perform most motor functions. To facilitate this act, the headmen were armed spectacularly. A laser beam emitted from their right ocular cavity could kill most people on contact, and were capable of momentarily blinding one of the most powerful super-beings on Earth. Their electronic eyes were further enhanced with thermal and radar imaging. The headman robots were physically resistant to incredible amounts of damage, and were both quick and agile. The Headmaster was also constructing a spaceship the size of a small city, before its destruction and his disappearance.

Art by Lane Montoya

THE HUMAN SQUIRREL

PERSONAL DATA

Alter Ego: Ben Stoves
Occupation: Former burglar
Marital Status: Unknown
Known Relatives: None
Group Affiliation: The Ex-Convicts Club
Base of Operations: Middletown, U.S.A.
First Appearance: Detective Comics #292 (June, 1961)
Eyes: Dark *Hair:* Black

HISTORY

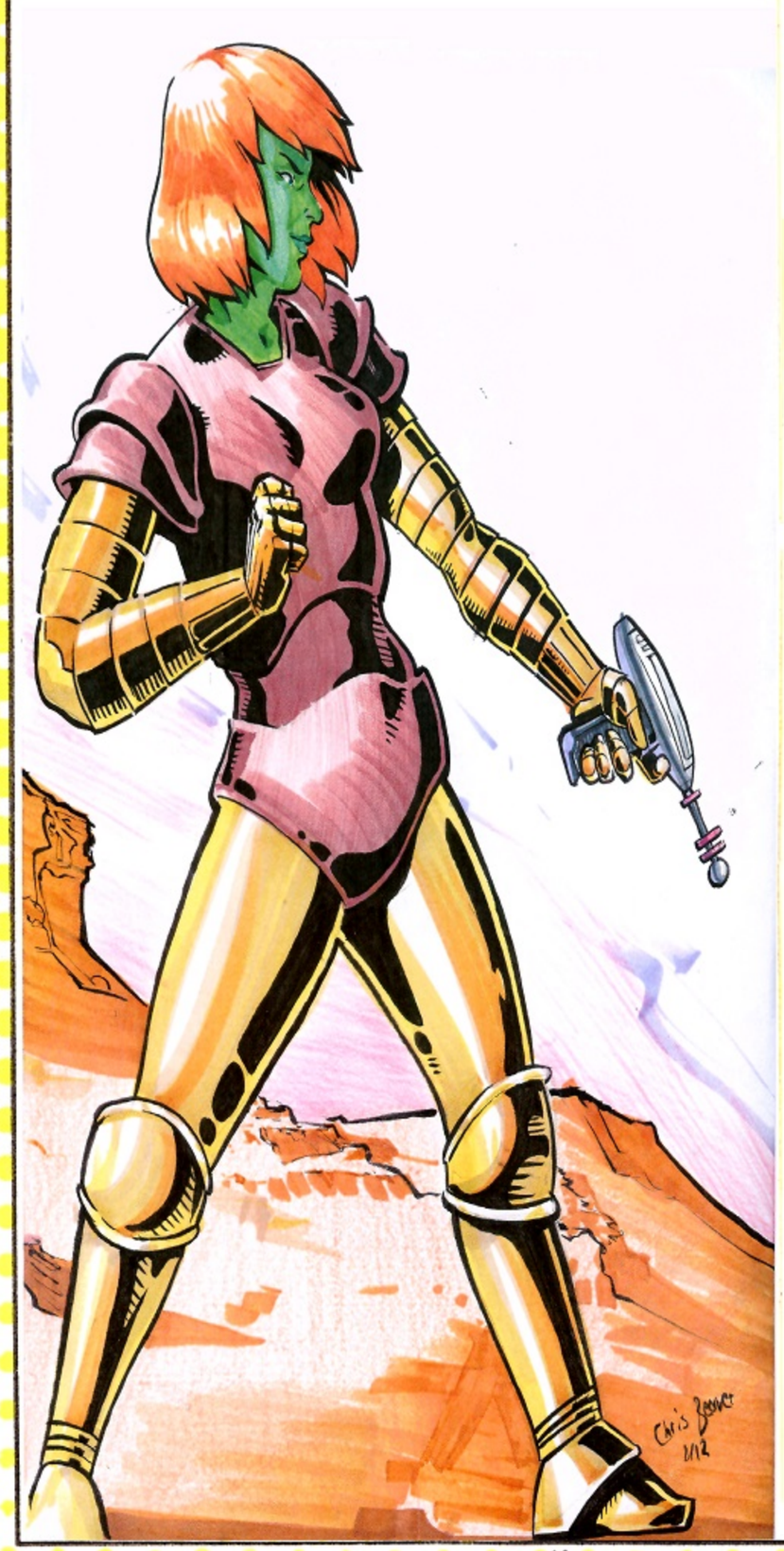
Ben Stoves was a notorious bandit who performed daring acrobatic heists in highrise buildings before being brought to justice. After being released from prison, Stoves chose to retire his Squirrel costume and turn over a new leaf. As part of a rehabilitation program founded by Middletown Police Detective John Jones, Stoves proved one of the most loyal members of "The Ex-Convicts Club." Unfortunately, gang leader Biff Benson needed the Human Squirrel for a job he was planning, and so framed Benson by having another crime committed in the Squirrel costume. In order to clear his name, Stoves and fellow ex-convict the Trickster pretended to join Biff Benson to recover the loot from the frame-up job. With the help of the Martian Manhunter, both men were vindicated and Benson's gang took their place behind bars.

POWERS & WEAPONS

Aside from his acrobatic prowess, the Squirrel was not known to have any special abilities or tools. ■

Art by Chris Beaver & Kiriska

HUNTER COMMANDER J'EN



PERSONAL DATA

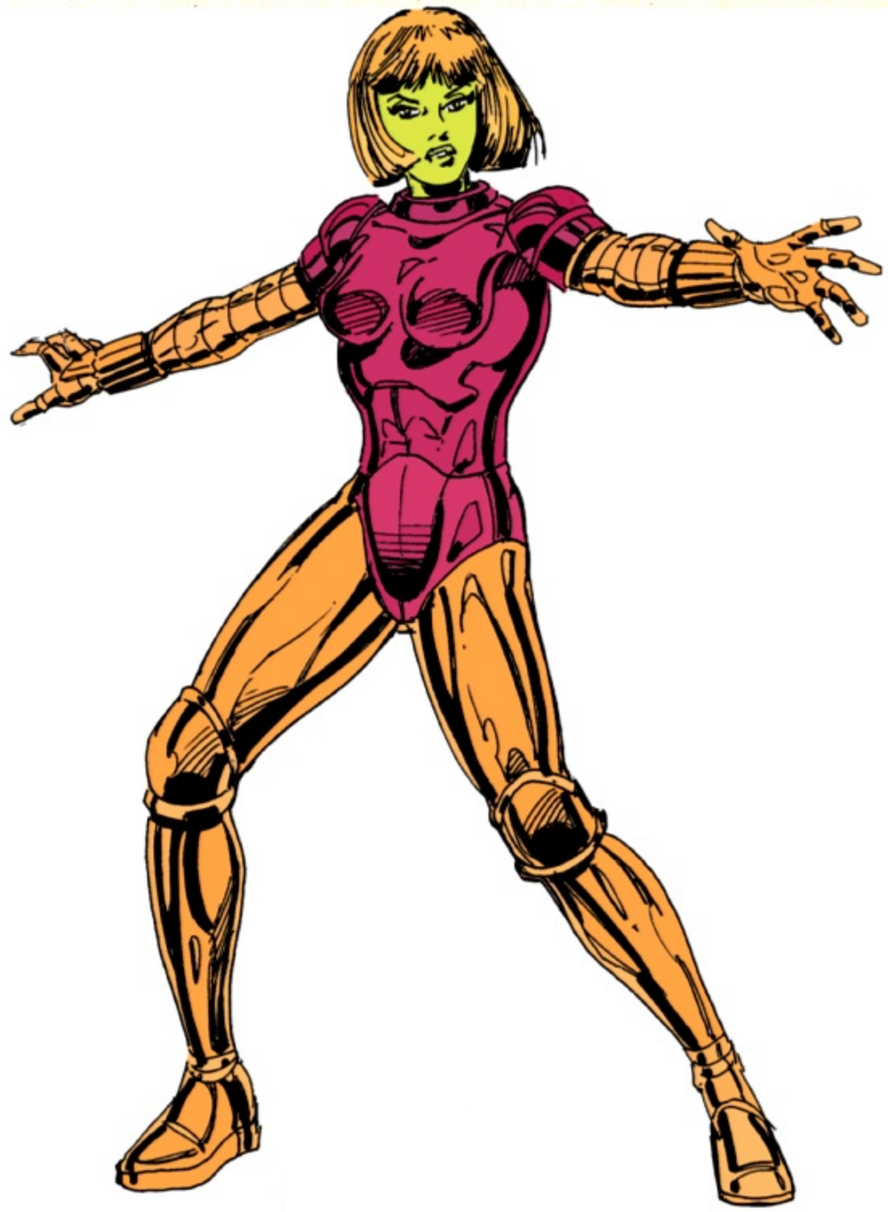
Real Name: J'en
Occupation: Hunter Commander, Former Personal Guard of the Marshal
Marital Status: Single
Known Relatives: None
Group Affiliation: Soldiers of the Red Brotherhood
Base of Operations: Mars II
First Appearance: Justice League of America #228 (July, 1984)
Height: 5'10" (variable)
Eyes: Green (variable)
Hair: Strawberry-blond (variable)

HISTORY

J'en was a young soldier on Mars II who was for a time the lover of governmental figure J'Onn J'Onzz. The couple drifted apart once J'en fell under the sway of the war-mongering Marshal, setting her against the Manhunter from Mars. Following years of incredible hardship on an adoptive world, the Marshal led J'en and his other Soldiers of the Red Brotherhood in a military coup.

As described by J'Onn J'Onzz, "There have always been those who dreamed of returning to Mars... I did not know how many, or how strongly they craved a return to what was no more... I looked at their faces, and I shuddered. Against such commitment, our leaders would be helpless. I looked again, and to my horror... I saw the face of the woman I loved. J'en... we shared our dreams, our fears... and I'd thought I knew her. I knew there was an anger deep inside her... I did not know how fierce an anger it was, until that moment... Within a week, the Marshal took command of the government. Those who resisted were imprisoned--or killed. I chose to flee...to warn the Earth... I barely escaped in a scout ship... and the Marshal's hunters were soon after me, J'en among them. We talked once over our communicators. We had nothing to say. We did not talk again..."

Fearing that J'Onzz's charisma might test the loyalty of any but his most trusted troops, the Marshal sent his personal guard in pursuit of the fleeing Manhunter. The Hunter Squadron was led by J'en, as they pursued J'Onzz's spaceship from a star in the constellation Cygnus across the light-years to Earth. Once J'en believed J'Onzz had met his end after taking fire over New York, the Hunter Commander returned to the Marshal's command vessel, as squadrons of Martians began an invasion of Earth.



In the face of seeming tragedy, J'en began to doubt her leader, and spied on the Marshal, along with his scheming partner Bel Juz. Upon learning J'Onzz was both alive and falsely incriminated for treason, J'en fired stun blasts at fellow soldiers and stole a scout craft to seek out her lost love. J'en found the Martian Manhunter floating unconscious in space, having been thrown clear from a destroyed vessel. J'enn revived J'Onzz, and though horrified at the thought of losing him again, drew arms against the Manhunter when he confirmed his intention to halt the invasion. J'Onzz insisted he would die by her hand for his beliefs, prompting J'en's tearful breakdown, and the laying down of her pistol.

Hunter Commander J'en stood with J'Onn J'Onzz in his final confrontation with the Marshal, noting her former leader's use of outlawed tactics during the duel. Though J'en finally saw the Marshal for his true self in defeat, she chose to return with her people to Mars II, and abandon J'Onn J'Onzz to Earth.

POWERS & WEAPONS

Presumably, J'en possesses all the powers and abilities of the Martian race. These include telepathy, invisibility, intangibility, flight, shape-shifting and "Martian Vision." However, J'en exhibited none of these abilities in her past appearances. Instead, she showed superior skill with her energy-based hand pistol, stunning three of her fellow soldiers before they could resist.

Hunter Commander J'en likely suffers from the innate Martian vulnerability to open flame. The presence of flame typically causes members of the species to progressively lose all of their powers, abilities, and over extended exposure, their very lives.

Hunter Commander J'en has proven herself to be an exceptional pilot of Martian spacecraft. □

Art by Chris Beaver & Bob Layton

KISHANA LEWIS

PERSONAL DATA

Alter Ego: Kishana Lewis
Occupation: Forest Service Fire Fighter, former soldier
Marital Status: Single
Known Relatives: Abel Carmody (ancestor, deceased;) unnamed Native American male and female ancestors (deceased)
Group Affiliation: None known
Base of Operations: The U.S. Western Badlands
First Appearance: JLA: Scary Monsters #1 (May, 2003)
Eyes: Brown *Hair:* Brown

HISTORY

Unbeknownst to Kishana Lewis, she was the descendant of the famed late 19th century African-American industrialist Abel Carmody and his Native American wife, herself the granddaughter of a shaman. Lewis was born in Los Angeles, far from the secluded Black Spirit Lake, where her ancestors fought to prevent an other-dimensional horror from escaping into our world. After their deaths, the Carmodys left behind an elaborate fortress. Dubbed "Carmody's Folly," it came into the possession of an unnamed corporation, who maintained it to the present. In the meantime, Lewis served two tours in the U.S. Army and joined the Forest Service as a firefighter.

Lewis and three fellow Forest Service fire fighters were called out to the Spirit Lake Resort by manager William Hume as a preventative measure. Hume had expected a larger group, and remained insistent no flame should appear anywhere near the sprawling resort. Smoke-jumper crew boss Lewis cradled Hume's cheek in her palm, explaining the bad fire year had stretched local resources, but her men could handle the matter.

Within the forest, Lewis' three fellows were possessed by the ancient evil her ancestors had once contained. A subsequent confrontation caused powers Lewis had inherited to unconsciously manifest, igniting a patch of woods, and immolating the other smoke-jumpers. Kishana Lewis initially went into shock, before being met by the super-heroes the Flash and Green Lantern. Lewis attempted to warn the heroes about the immediate danger still posed by the monsters as they spirited her to safety, but the Leaguers were still surprised when the possessed smoke-jumpers rose up to continue their attacks. When the trio of former firefighters seemed poised to overwhelm the super-heroes, Lewis caused them to spontaneously combust, again without fully understanding her role in the action.

The Justice League of America arrived to take Kishana Lewis back to the resort for care, followed by questioning from the detective John Jones. Lewis was able to see through the disguise of the Manhunter from Mars, whom she allowed to enter her mind telepathically to read her memories. There, the Martian Manhunter found a flaming avatar of Lewis, seeming to possesses the knowledge of her ancestral birthright and duties the conscious mind of Kishana did not. This spirit form created a firewall against the horror, to temporarily protect the resort.

Later, J'Onn J'Onzz returned to the bedside and mental plane of Kishana Lewis. This time, Lewis was aware of what was happening, as she saw ancestral memories imprinted in her genome from 1877. It was here J'Onzz recognized Lewis' heritage, and she first began to feel her connection to the shaman. However, the contact was prematurely cut off by an assault on Carmody's Folly, which Lewis helped fend off with an assault rifle. Wonder Woman, who had been infected by part of the horror's influence, acknowledged the attack targeted Lewis, whose heritage the monsters hated and feared.

While Kishana Lewis hid in the catacombs under the fortress, the JLA desperately held back another offensive. When the Martian Manhunter was wounded by the monsters, his telepathic call to Lewis saw her arrive with a shotgun blasting. Lewis saved both J'Onzz and the Batman, before returning to safety to treat the Manhunter's wounds. As they turned septic, J'Onzz became more monstrous, and drew Lewis into his mind. The pair were attacked telepathically by a psychic ice storm, and J'Onzz remembered the same monsters had a presence on ancient Mars, where they were dubbed simply "Winter." Lewis again heard drums, both African and American Indian. She began to radiate heat on the astral plane, burning away the ice and curing J'Onn J'Onzz's infection. The pair kissed, then slept together.

Kishana Lewis and Martian Manhunter shared a dream about White Buffalo Woman and Thunderbird, strengthening Lewis' bond with and understanding of her heritage. J'Onzz professed his love for Lewis before leaving her side to defend against another monster attack. After much study, the Batman found that Carmody's collection referenced the demons of Black Spirit Lake "from every Indian Nation in the Americas... back to the dawn of their history. And also a guardian-- a hero to stand against these forces of absolute darkness. The powers of the gods bonded to the soul and spirit of man..."

Lewis, Batman and Plastic Man left Carmody's Folly and headed for Black Spirit Lake. Wonder Woman, now completely in the grip of monstrosity, fought a winning battle against the Dark Knight. Hiding in the woods from the evolving and increasingly large monsters, Lewis broke down, and was comforted by Plastic Man.

Carrying on, the pair came upon an injured ivory elk, which carried the duo until it was speared by Wonder Woman and turned evil. Kishana Lewis' powers grew as she neared a tower in the middle of Black Spirit Lake, allowing her to fight off the possessed amazon. However, Plastic Man was defeated, and his malleable body used as a weapon against Lewis. The lynched Lewis held tight, despite Dark Diana seeing her as a flawed vessel for the hope of the world against her kind. However, inborn knowledge was manifesting, as was Lewis' strength, and especially her personal courage to wield both. The Martian Manhunter arrived, and Kishana compelled him to fire laser vision into her own eyes. This ignited heat emanation from Lewis that eclipsed that of the sun itself. The lake evaporated, the forest reduced to ash,

and the monsters less than that. All infected persons present were healed, as were their injuries.

Kishana Lewis wished to continue her burgeoning romance with the Martian Manhunter, but her new powers made physical contact with J'Onzz impossible. Also, it appeared the demonic agent William Hume escaped the conflagration. Believing there were both more agents and gates to address, Lewis accepted that her war had just begun.

POWERS & WEAPONS

Kishana Lewis is possessed of inborn shamanistic knowledge and supernatural power, the full extent of which is unknown. Described at times as being "the Flames of Creation," Kishana Lewis can generate heat of such primal intensity as to eclipse that of a sun. Its radiance can be seen "across the cosmos, far into the future-- when the pulse reaches other inhabited worlds-- astronomers will mistake it for the birth of a star, if not a whole galaxy." Lewis is "an avatar of fire, channeling the molten heart of not only the Earth, but our sun as well." Lewis' very touch is anathema to the demons she is compelled to fight, and she can force spontaneous combustion in living things from a distance. Lewis has superhuman strength, and can absorb at least some types of energy directed at her person. Lewis has an astral form that aids her in navigating the psychic plane and address her unexplored mystical knowledge. Lewis has extrasensory perception, allowing her to see inside the spirits of others to uncover illusions, discover their personal history and detect corruptions. "The patterns of... life… are as clear to me as a trail of fire." Lewis can heal at least some disorders, especially those caused by the scary monsters. She is also capable of unaided flight.

Art by Chris Beaver & Chris Foreman

MALEFIC

PERSONAL DATA

Alter Ego: Ma'alefa'ak "Ma'al" J'Onzz
Occupation: Scientist / Priest / Invader from Mars
Marital Status: Unrevealed
Known Relatives: J'Onn (twin brother,) Sha'Sheen (mother, deceased,) M'Yrnn (father, deceased)
Group Affiliation: None
Base of Operations: Inapplicable, formerly Z'Onn Z'Orr and the Central Power Cathedral
First Appearance: Martian Manhunter #0 (October, 1998)
Height: 6'8" *Weight:* 315 lbs.
Eyes: Red *Hair:* None

HISTORY

During the final decades of life on Mars, called Maleca'andra by its inhabitants, Green Martian offspring were created as an act of will by parents giving of their own biomass to produce heirs within the confines of environmental allowance. Perhaps for this reason, twins were rarely born, marking brothers Ma'alefa'ak and J'Onn as exceptional from birth. In the Martian language, Ma'alefa'ak meant "Darkness in the Heart," so named based on a dire vision of the future his precognitive mother witnessed. Ma'alefa'ak was considered cursed from the beginning, a loner with a reputation for being difficult who saw himself as a freak. Ma'alefa'ak only ever felt love from his brother J'Onn, whom he resented for seemingly having been given all of the best possible traits, and himself only the worst. While technically a twin, even in adolescence Ma'alefa'ak's posture and expressions easily differentiated him, as well as his prominently pointed ears. During these years, the brothers underwent the ritual of G'amal'khul, in which they permanently exchanged a portion of their psyches with one another. Although slow in developing, Ma'alefa'ak eventually gained his full inborn telepathic abilities.

As Ma'alefa'ak aged, he came to question the most basic tenants of Martian life, such as dismissing the ethics of the telepathy protocols when he knew that he possessed the ability to pierce any given mind at will. Ma'alefa'ak chose theology and quantum physics as his life path into adulthood, barricading himself for long periods in his solitary laboratory. Ma'alefa'ak's isolation, seeming neglect of theology, and resistance to even the gentlest inquiry brought him to the attention of the Ruling Council. Ma'alefa'ak explained that he was seeking to fuse theology with physics, either to wake up the unresponsive native deities of Mars, or to seek out new gods. The council branded this as blasphemy, but Ma'alefa'ak had only consented to inquiry because he had already completed his experiment, presenting Glorious Godfrey of Apokolips via Boom Tube.

While seemingly benevolent, the New Gods of Apokolips slowly insinuated themselves into Martian life. Through the association, the forces of Apokolips learned and exploited Mars' vulnerabilities in a terror raid, and kidnapped a number of its citizens before being driven back. Among those taken were Ma'alefa'ak and his father M'Yrnn, although the degree of Ma'al's willingness was left unclear. J'Onn J'Onzz was soon brought to Apokolips by the neutral New God Metron to extract his people, but by the time he reached his father, M'Yrnn's mind had been permanently severed from his body. Both M'Yrnn and Ma'alefa'ak had been subjected to the abhorrent experimentation of the sadistic DeSaad, and the disembodied mind of M'Yrnn made J'Onn promise to help Ma'alefa'ak as best he could.

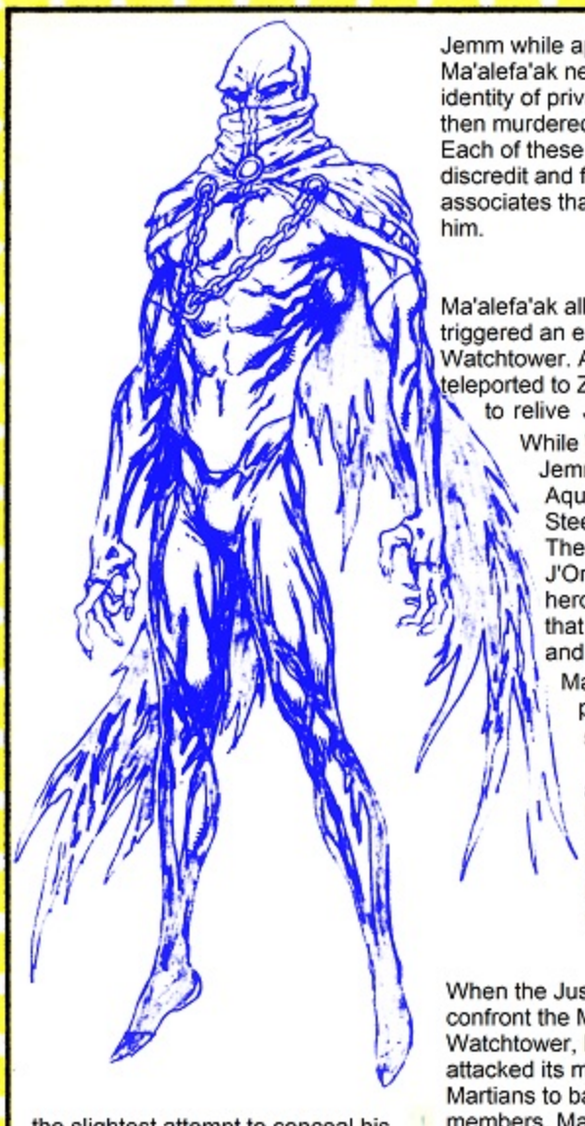
Ma'alefa'ak's mind and spirit had apparently been thoroughly broken, and upon his return to Mars, native healers were unable to comfort him in any appreciable way. Ma'alefa'ak claimed to feel extraordinary pain under any significant telepathic probing. However, Ma'alefa'ak was still devoted to the Lord of Apokolips called Darkseid and the pursuit of the Anti-Life Equation, so the truth of the matter is ambiguous. While posing as helpless and fragile, Ma'alefa'ak became a psychic predator, committing a spree of mind rapes the likes of which had not been seen on Mars in a century. Although J'Onn's new wife My'ria'h was one victim, J'Onzz refused to indict his brother without proof. Ma'alefa'ak's mother Sha'Sheen needed no such convincing, and when she confronted Ma'al with his crimes, the young man destroyed her mind. Upon her assisted death shortly thereafter, Sha'Sheen's psyche briefly manifested to positively identify Ma'alefa'ak as her attacker.

Ma'alefa'ak stole a spacecraft and flew to an abandoned White Martian lab hidden on Venus. J'Onn J'Onzz tracked the vessel and braved Ma'alefa'ak's repeated murder attempts. Ma'alefa'ak engaged J'Onn in psychic combat, but was not his brother's equal on this plane, and was defeated. J'Onn offered to meld with Ma'alefa'ak, giving his brother some of his personal "light" and take on some of Ma'al's "darkness" to achieve balance.

Ma'alefa'ak refused, and was subsequently returned to Mars for trial. Ma'alefa'ak was sentenced to be stripped of his memories and telepathic powers. Ma'alefa'ak pleaded to Darkseid, with whom he maintained a psychic connection, but was refused clemency on account of his failure. Trapped within a jewel-like cell, a chorus of Martian minds, including his brother's, burned through the psyche of Ma'alefa'ak.

Although he had begun a new life as priest/scientist of the geothermal Central Power Cathedral located within the volcano dubbed "Olympic Mons," Ma'alefa'ak continued to feel the hatred and mistrust of his fellow Martians. Due to his lack of telepathy and contact with the communal "Great Voice," Ma'alefa'ak was more isolated and twisted than ever. Ma'alefa'ak devised an artificial plague dubbed "H'ronmeer's Curse" which would infect his fellow Martians psychically and cause them to spontaneously combust. Thanks to the delivery method, Ma'alefa'ak's mind was functionally immune to the plague that he unleashed.

Ma'alefa'ak was the first and most obvious suspect in crafting the plague as it slowly advanced through Martian society. Brought to inquiry, J'Onn J'Onzz once again defended his brother as the Father of the Elders called for Ma'alefa'ak's execution. J'Onn was charged with finding out the truth, but time was not on the side of the whole society. Upon direct questioning, Ma'alefa'ak didn't make



the slightest attempt to conceal his involvement, then attacked his twin. Ma'alefa'ak affirmed that there was no cure, and pronounced that all would die while he sat protected within a fortress of fire.

Surviving the deaths of his wife, child, and every other Martian he encountered, J'Onn J'Onzz flew through the wall of flames surrounding the Central Power Cathedral in a bid to finally end the life of his deviant brother. Their ensuing battle smashed the ducts controlling the flow of lava within the station, leaving Ma'alefa'ak presumed dead and buried under the wreckage. However, Ma'alefa'ak survived, living for years under the same assumption about his brother. Only later, when J'Onn J'Onzz visited Mars after having relocated to Earth and acted for decades as the super-heroic Martian Manhunter, did Ma'alefa'ak learn the truth.

Using his established knowledge of abandoned White Martian technology, Ma'alefa'ak teleported from Mars to the ancient, infamous base Z'Onn Z'Orr, then recently uncovered by The Hyperclan. From there, Ma'alefa'ak systematically Jemm while appearing to be his brother. Ma'alefa'ak next assumed J'Onn's human identity of private investigator John Jones, then murdered his partner Karen Smith. Each of these actions were meant to discredit and frame his brother among any associates that might otherwise assist him.

Ma'alefa'ak allowed Jemm to escape and triggered an emergency signal to the JLA Watchtower. An investigative team teleported to Z'Onn Z'Orr, and were forced to relive Jemm's torture telepathically. While Wonder Woman carried Jemm to safety, the heroes Aquaman, the Huntress and Steel were teleported to Mars. There, still in the guise of J'Onn J'Onzz, Ma'alefa'ak exposed the heroes to horrific experiments that he had been conducting and convinced them that the Martian Manhunter had been performing such atrocities since his arrival on Earth. The false Manhunter attacked and threatened to kill J'Onn's teammates before allowing them to escape, hoping to destroy his brother's good name before murdering him.

When the Justice League gathered to confront the Martian Manhunter at the Watchtower, Ma'alefa'ak invisibly attacked its members, forcing both Martians to battle the eight present JLA members. Ma'alefa'ak dealt serious damage to Steel, the Flash, and Superman before J'Onn decided it best to escape the scene entirely. As the Martian Manhunter fled in a spaceship, Ma'alefa'ak finally confirmed his presence through a radio broadcast, as well as revealing his newly adopted anglicized name Malefic. Ma'alefa'ak had booby-trapped his brother's craft, which exploded and crashed on the lunar surface.

The JLA began questioning inconsistencies in Malefic's plot and the circumstances of their friend's seeming demise. Aggravated, Malefic decided to kill them all, and began assaulting them individually from concealment. The Flash, Big Barda, Plastic Man, and the Huntress were beaten in direct attacks, while others like Superman and Wonder Woman fell victim to Malefic's machinations. Unbeknownst to Malefic, J'Onn J'Onzz had devised an escape plan, and returned to Z'Onn Z'Orr. Activating the engines beneath the city, the Martian Manhunter flew it into space, then contacted Malefic electronically. Malefic teleported from the Watchtower to Z'Onn Z'Orr, destroying the mechanism en route to insure that his final battle with J'Onn would be private. In the conflict that followed, Malefic doubted his brother's willingness to employ lethal force.

However, Z'Onn Z'Orr was already on a programmed course straight to the sun. J'Onzz restored Malefic's telepathy just as the contingent vulnerability to fire was assured to cause his brother to self-immolate. Malefic perished from his own plague, while J'Onzz narrowly escaped a second death of the day with the last minute assistance of Superman and Orion.

Some time later, due to the ritual of G'amal'khul, the psychic remnant of Ma'alefa'ak yet living within J'Onn J'Onzz's mind managed to bury the similar portions of his brother's wife and daughter. Malefic then tormented J'Onn with twisted false memories of his life on Earth, his own persistent mental manifestation, and urges to drive J'Onn to suicide. The gambit briefly succeeded in sublimating J'Onn's conscious self, allowing Malefic control of his physical body. Ma'alefa'ak one again attacked the JLA, partially hoping that they would kill J'Onzz in self defense. Meanwhile, J'Onn finally relocated his wife and daughter within himself, who assisted him in reasserting his psyche. Coupled with the minds of the JLA, the Martian Manhunter obliterated Malefic on the psychic plane, ending his threat for good.

POWERS & WEAPONS

Like most Martians, Malefic was born with innate powers such as incredible strength, searing eye beams dubbed "Martian Vision," flight, invisibility, and the power to alter his shape, color and mass at will. When deprived of his telepathy, Malefic was also immune to the effects of H'ronmeer's Curse.

Art by Adrian Nelson, Andy Kuhn, James Ferry, Tyler Kirkham & Whilce Portacio

THE MARSHAL

PERSONAL DATA

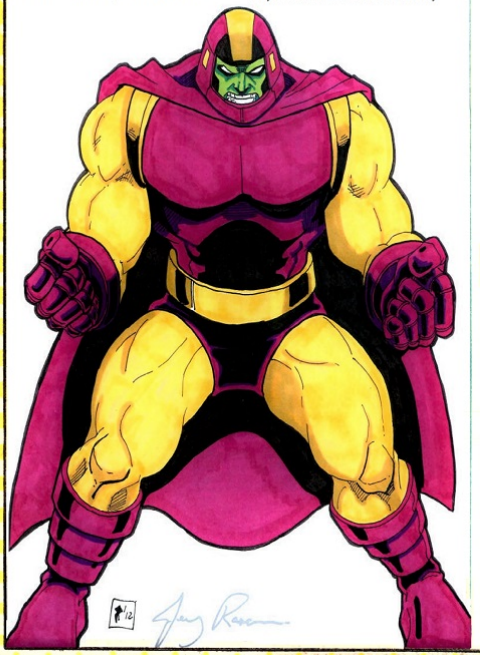
Alter Ego: Unknown, if applicable
Occupation: Former leader of military forces on Mars II
Marital Status: Single
Known Relatives: None
Group Affiliation:
Soldiers of the Red Brotherhood
Base of Operations: Mars II
First Appearance:
Justice League of America #228
Eyes: Green *Hair:* None

HISTORY

Following the destruction of Martian society by Commander Blanx and an exodus to a hostile replacement world for the survivors, life on Mars II was defined by hardship. The disgruntled younger generation craved a return to their now uninhabitable home, or at least a more hospitable world within the same solar system. While governing members on Mars II like J'Onn J'Onzz worked to redirect their unhappiness and frustration toward improving their adopted land, a little regarded minor military leader called only The Marshal stoked the anger of this minority to dangerous heights. The treacherous Bel Juz had become the Marshal's lover, and fearing retribution for her many crimes from the Manhunter from Mars, had encouraged the Soldiers of the Red Brotherhood to take over the government as a way to protect herself. The Marshal towered over the rest of his species, as he was genetically altered for the purpose of becoming the perfect warrior of his people. Between this physical might, the charisma of an effective fascist, the machinations of Bel Juz, and a small but devoted army of followers, the Soldiers of the Red Brotherhood launched a successful coup before anyone had even realized that they were a threat. Where once J'Onn J'Onzz viewed the Marshal as ridiculous, he now saw his fellows jailed or killed. Even J'Onzz's former lover J'en fell under the Marshal's thrall, and hunted the Martian Manhunter as a traitor all the way to Earth.

Having convinced his troops that Earth was attempting to invade their abandoned home world of Mars with its NASA explorer probes, the Marshal's forces launched a supposed counter attack on the third planet from star Sol. As part of the Martian assault, the Marshal deployed the powerful android Challenger against the Justice League of America, and destroyed the United States' Explorer space shuttle as a show of power. Regardless, the United Nations resisted the Martians' bid for power, and the Justice League destroyed Challenger.

The Manhunter from Mars inevitably confronted the Marshal with his misdeeds. Before the lens of a television broadcast viewed by his Martian fleet, the Marshal ripped his shirt from his chest and initiated a duel of honor with his nemesis. The Marshal had a significant size advantage over J'Onzz, but his mass proved insufficient to attain his goals. The Marshal resorted to the use of invisibility, a technique outlawed in Martian duels for thousands of years, in a final ploy against his foe. The Martian Manhunter tossed the Marshal into a wall, knocking him unconscious, and proving his righteousness before the Martian soldiers. The shamed invasion force returned to Mars II, but without the still unwanted leadership of J'Onn J'Onzz, though the Marshal has not been seen since.



POWERS & WEAPONS

Presumably, the Marshal possessed all the typically seen powers and abilities of the Martian race. This includes telepathy, invisibility, intangibility, flight and "Martian Vision," though the full compliment of Martian powers was not displayed by the Soldiers of the Red Brotherhood nor their leader, hindering the invasion. Martians in this time period were shown to have varying degrees of enhanced abilities depending upon their environment, with Earth supporting their greatest potential and Mars itself proving the least beneficial to their powers. It is possible that between their long stay on Mars II and the majority of their invasion battles taking place in outer space, the Martians did not have full access to their noted capabilities. Regardless, the Marshal was stated to have super-human strength beyond that of the Martian Manhunter, thanks to enhancement through genetic engineering.

Art by Jerry Rascoe

The MARTIAN MANHUNTER

PERSONAL DATA

Alter Ego: J'onn J'onzz
Occupation: Detective
Marital Status: Single
Known Relatives: T'omm (brother), unnamed parents and grandmother
Group Affiliation: Justice League of America
Base of Operations: Mobile
First Appearance: Detective Comics #225
Height: 6'7" *Weight:* 250 lbs.
Eyes: Blue *Hair:* None

HISTORY

J'onn J'onzz was born on the planet Mars following the period known as "The Great Evolution," which had seen no true war in thousands of years, a decentralized population, and the relative absence of crime as it is known on Earth. This idyllic period was rapidly waning, as J'onzz grew up to become a scientist, working on projects like the TOR robot before eventually becoming a recognized global figure. The green-skinned J'onzz served as military-science leader for his people, the Desert Dwellers, and his army were drawn into conflict with the white-skinned Pole Dwellers over a prized source of heat and power, the Blue Flame of Mars. J'onzz's opposite number in the world-wide civil war was the scheming Commander Blanx, who arranged the capture of J'onzz in an ambush. In the leadership vacuum that followed, the Desert Dwellers were defeated, but retained enough power to prevent J'onzz's outright execution. Instead, J'onzz was tried and sentenced to thirteen years of exile from his people.

During the first year of his exodus, J'onn J'onzz was caught in a communication beam fired from the lab of Professor Mark Erdel and teleported to the planet Earth. J'onzz asked to return home with haste, but Erdel explained that it could take years to recalibrate his robot brain to reverse the unintended transportation process. Presumably as a result of the shock from the arrival of his unexpected visitor, Erdel suffered a fatal heart attack. Mars had not yet mastered space travel, so until project "Star-Ride" could reach him or the robot brain could be reversed, J'onzz resigned himself to life on a world not his own.

Touring this new planet, J'onzz was shocked by its primitive nature, especially the prevalence of crime. J'onzz resolved to clandestinely help his adopted world combat this great societal evil by assuming the human form of John Jones and enlisting as a police officer in Middletown, U.S.A. Thanks to his wealth of unearthly powers, John Jones was soon the star detective of the force. However, his assumptions that "The Great Evolution" still held sway over Mars were cast into doubt, as a Martian criminal soon made his way to Earth, J'onzz was asked to solve a case by remote communication with the red planet involving green-skinned raiding parties, and even the influence of the robot criminal TOR reached him in exile. J'onzz continued to experiment with the robot brain from his home in Erdel's former lab, but Commander Blanx also had not given up on ending the threat of his nemesis. Blanx used J'onzz's test teleporation beams to send a cache of Martian weapons to a gang of earthly gangsters, then followed himself with an attack squad intent on executing J'onzz. John Jones managed to escape, but the activity of the Pole Dwellers in Middletown created mass hysteria and attracted the attention of virtually every major heroic presence active at that time. Commander Blanx and his men were eventually located and routed by the impromptu group of the Flash, Superman, Wonder Woman, Batman, Robin, Aquaman, Roy Raymond and Rex the Wonder Dog. Feeling Mars had been lost forever to the evil represented by Commander Blanx, J'onn J'onzz successfully argued to remain on Earth and continue acting as a force for justice on his adopted home.

Six months later, J'onn J'onzz's presence on Earth was revealed to its citizens by the yellow-skinned Martian criminal B'rett. J'onzz had kept in touch with several of the super-heroes who had deported Blanx, and they agreed to now become publicly active as a team dubbed the Justice League of America, with the Manhunter from Mars serving as a founding member. As a full team and in smaller groupings with Green Arrow, Speedy, Flash, and Hawkgirl, the Martian Manhunter confronted hundreds of menaces. Detective John Jones also continued to be an active crimebuster in Middletown, alongside Captain Harding and Patrolwoman Diane Meade. These responsibilities kept J'onzz from taking advantage of numerous opportunities to return to Mars presented by alien visitors and flukes of science. However, J'onzz's work with the robot brain was ultimately fruitful, allowing his younger brother T'omm to visit Earth and J'onn himself to briefly return to Mars to see his parents or deal with issues pertaining to the All-Martian Council.

John Jones' police career ended when he appeared to be killed by a supernatural menace released by the ancient Babylonian Idol-Head of Diabolu. By this point, J'onn J'onzz had begun working alongside the otherdimensional Zook, and the pair began traveling around the country in pursuit of the elusive idol-head as it continued to unleash new menaces at every full moon. Eventually, the Martian Manhunter traveled through time to the point of the idol-head's creation by the evil sorcerer Diabolu, and was given insight that allowed him to destroy the artifact in the present. Soon after, J'onzz was enlisted by the mysterious Mr. Steele to combat the international criminal organization Vulture under the new identity of Marco Xavier while based in the Mediterranean. Zook drifted out of J'onzz's orbit during this period, as the Manhunter became more grim and intense in his pursuit of their faceless crime lord. With the demise of their leader Mr. V, Vulture was not heard from again, and J'onn J'onzz's time of exile was soon up.

Upon returning to Mars, J'onn J'onzz found a charred wasteland following Commander Blanx's having unleashed the Blue Flame against his own world. Locating the surviving Desert Dwellers, J'onzz oversaw the building of a gigantic spacecraft to act as an ark to carry them to another world before all of Mars was consumed in flames. Running out of time, J'onzz returned to Earth to enlist the aid of the Justice League in finishing the ark and combating Blanx's forces. The League was able to snuff the inferno of the Blue Flame, while Commander Blanx was killed in final combat with the Manhunter from Mars. The Desert Dwellers had managed to launch their craft during these confrontations, leaving J'onn J'onzz to search outer space in pursuit of his people. They were finally located on a hostile planet in a far distant star system, where they had been enslaved by the alien Thythen through the treachery of Bel Juz. Superman and the Martian Manhunter managed to liberate the Desert Dwellers, but the treason of Bel Juz remained unknown to J'onzz for some time after.

J'onn J'onzz continued to act as a leader to his people on the re-dubbed planet Mars II, but faced further betrayals from his best friend Re's Eda and his former lover J'en, twice turning him into a fugitive framed for crimes he did not commit. The Manhunter was also attacked by Superman on a moon of Mars II, and drawn into the grand schemes of Mongul, Despero and the Appellaxians.

Bel Juz and her compatriot known only as "The Marshal" staged a final coup against J'onzz, forcing him to return to the Justice League to fend off a Martian invasion of Earth. The defeated Martians were humiliated and did not wish for J'onn J'onzz to remain among them as a reminder of their many foolishness escapades and failures. The Martian Manhunter chose to stay on Earth as part of a reconfigured Justice League initially based in Detroit, Michigan, then after a move to New York chose to take up work as a private investigator under his long abandoned John Jones alias.

POWERS & WEAPONS

J'onn J'onzz has displayed every super power known to be possessed by his Martian race, and a great many only demonstrated himself, marking him as one of the most powerful beings in the universe. Most commonly, J'onzz shows super-breath, invisibility, superspeed, intangibility, mind-over-matter including telekinetic flight, the ability to elongate himself or shapeshift into the forms of other beings, nigh invulnerability, enhanced senses including telescopic and x-ray vision, energy projecting "Martian Vision," and superhuman strength on the upper end of the mortal spectrum. Less often, he has displayed telepathy, clairvoyance, teleportation, and virtually any other known superpower at some point. It has been shown that Martian abilities are tied to their environment, with little to none beyond the human norm seen on Mars, lesser advantages on some planets or in outer space, but the greatest wealth offered while on Earth. Despite these advantages, J'onn J'onzz and all other Martians suffer a catastrophic vulnerability to the presence of open flame of any kind, and to a much lesser degree extreme heat. So much as a lit match in their vicinity will cause Martians to shed their fantastic abilities and succumb to overwhelming fatigue that with prolonged exposure can lead to death. ■

Art by Damon Bowie & David Mack

THE MASTER GARDENER

PERSONAL DATA

Alter Ego: Unknown
Occupation: Invader from Mars
Marital Status: Single
Known Relatives: None
Group Affiliation: The Lizard Men
Base of Operations: Puerto Iberez, Cuba
First Appearance: Martian Manhunter: American Secrets #3
Eyes: White *Hair:* None

HISTORY

In an unmeasured distant time, the Martian race was mostly extinguished by a plague. The Master Gardener of Mars was unable to save his people, but his knowledge of organisms allowed him to immunize himself and survive in absolute solitude. Desperate for replacement "children" to care for, when the alien Lizard Men arrived on Mars, the Master Gardener transformed himself in order to pretended to be their lost "Father-God." He then compromised the Lizard Men's biology with behavior-altering "horticulture," conquering their race and moving on to a new world brimming with life to "prune and nurture into harmony," Earth.

The Master Gardener and his shape-shifting Lizard Man came to Earth during World War II, and took advantage of the terror and confusion of the time to infiltrate governments and communications cartels. They grew plants bearing fungus that bonded to the human nervous system, allowing them to control the very words they spoke under threat of spontaneous combustion. Based in Puerto Iberez, Cuba, they exported the plant around the world, infecting much of the human population with their tyranny. They were the real reason the Justice Society of America was forced to retire, and held sway over all media. The Master Gardener believed earthlings valued this safety and comfort over free will, and weeded out any detractors who proved immune or resistant to his tending methods.

Seeing Earth as a birthing place for great heroes, and therefore an event nexus for great conflict, the Master Gardener sought to inhibit humanity through horticulture. Only then could their be inter-special harmony. However, the plot was uncovered in the mid-20th Century by J'Onn J'Onzz, the Manhunter from Mars, who turned on his Martian brethren.

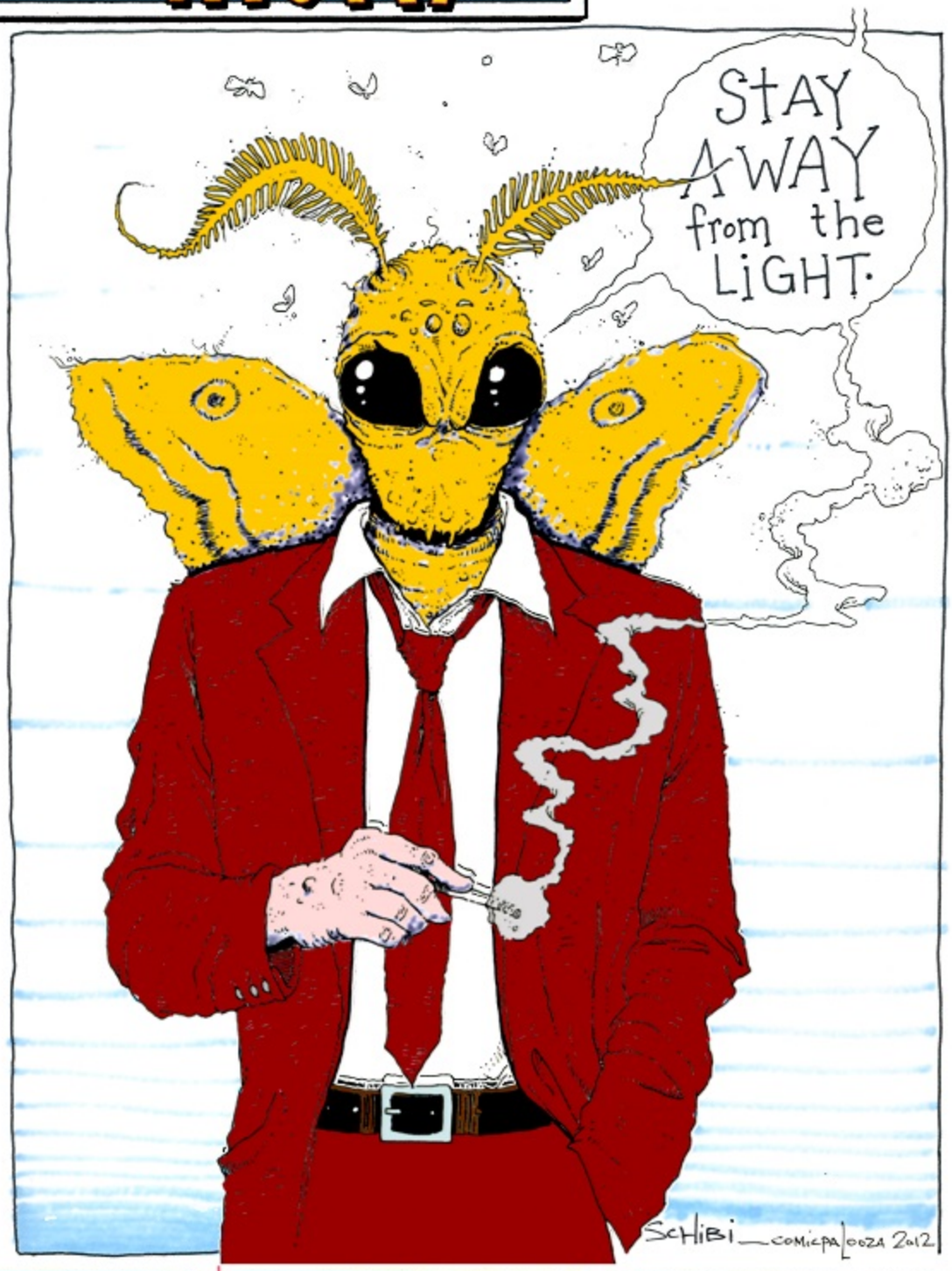
The Lizard Men were immune to fire, so they employed advanced flame throwers with impunity against a Martian Manhunter whose weakness they had discovered. They were unaware their "Father-God" shared this vulnerability as they fired upon both beings in a final conflict. The Master Gardener chuckled at his "children's" error, before appearing to collapse into oblivion. Leaderless, the Lizard Man conspiracy fell into disarray, and was subsequently dismantled.

POWERS & WEAPONS

The Master Gardener presumably possessed all of the powers typical of Natural Martians, including great strength, relative invulnerability, flight, telepathy, invisibility, intangibility, and shape-shifting. As the ersatz deity of the Lizard Man, he had a chameleonic army at his disposal, as well as their saurian "lizard-dogs," which were powerful enough to hinder a full-powered Martian. The Gardener also had access to a fantastic arsenal of alien weapons, and briefly controlled all of the major armies and technology of Earth.

Art by James Ferry

MR. MOTH



PERSONAL DATA

Alter Ego: Unrevealed
Occupation: Thief
Marital Status: Unrevealed
Known Relatives: None
Group Affiliation: None
Base of Operations: Middletown, U.S.A.
First Appearance: Detective Comics #277 (March 1960)
Eyes: Dark *Hair:* Bald

HISTORY

Through unrevealed means, Mr. Moth came to use a technologically advanced aircraft to commit a series of daring heists. Mr. Moth managed to evade capture by the Manhunter from Mars over several confrontations. Finally, the Manhunter tricked Mr. Moth into taking the Martian Detective to his "cocoon" lair-- the local lighthouse where Moth had been holding its keeper hostage. Martian Manhunter easily subdued Mr. Moth, and the villain's henchmen immediately surrendered. All were promptly sent to prison.

POWERS & WEAPONS

Mr. Moth did not appear to have any inherent powers, but had access to a moth-themed aircaft. This winged helicopter employed a high strength cable for grappling heavy items, and was armed with a machine gun turret. Mr. Moth also carried a special ray-gun pistol on his person. Like the moth that is attracted to light, Mr. Moth had a penchant for valuable objects that glittered. Mr. Moth was seemingly delusional, and was fixated on luminescent items of any kind.

Art by Cody Schibi

THE PROPHET

PERSONAL DATA

Alter Ego: Unknown
Occupation: Religious zealot
Marital Status: Unrevealed
Known Relatives: None
Group Affiliation:
Followers of the deity Grud
Base of Operations: Mobile
First Appearance:
Martian Manhunter Special #1 (1996)
Eyes: Red *Hair*: Bald

HISTORY

The ancient holy man K'rkzar traveled the known universe to sit with instructors of every religion in his pursuit of the one spiritual truth. Long ago, he paid a visit to Mars, learning of their gods, such as H'ronmeer. Eventually, K'rkzar went into a centuries long seclusion to process all he had absorbed from his quest. When his intended emergence to discuss his findings was announced, it should be fairly predictable that the leaders of most every organized religion would scream for his head or his hand. As luck would have it, J'Onn J'Onzz decided on that very moment in time to seek out K'rkzar in hopes he might have information about other survivors from Mars. He instead found himself one of K'rkzar's few defenders in the midst of a holy war.

It was widely believed that K'rkzar's trusted disciple, fellow priest Bruaka, was the only being aware of K'rkzar whereabouts. The Martian Manhunter joined a small group of agents in taking Bruaka into protective custody, with legions of bloodthirsty zealots in pursuit. The reptilian church head Paral was a central figure in organizing an alliance of faiths opposed to K'rkzar's message who were willing to lend resources to see to the destruction of the messenger before it could be delivered. As the Manhunter and his group consistently evaded these forces, Paral to unleash the power-- and the wrath-- of the Prophet!

The Prophet spoke almost entirely in the scripture of his deity Grud while he matched the Martian Manhunter blow for blow in battle upon asteroids in deep space. Prophet was distracted when the ship he had been pursuing exploded in a kamikaze-style collision with the vessel of the fundamentalist's aides. This gave J'Onn J'Onzz both the hostility and the opportunity needed to overtake the Prophet, breaking his scepter and throttling him unconscious. K'rkzar finally delivered his simple message of peace, and the Prophet has yet to reemerge.

POWERS & WEAPONS

Prophet is able to fly and survive in the vacuum of space. His strength was a near equal to the Martian Manhunter's. He carried a long-handled ax/scepter that could emit blasts of energy.

Art by Damon Bowie

R'ES EDA

PERSONAL

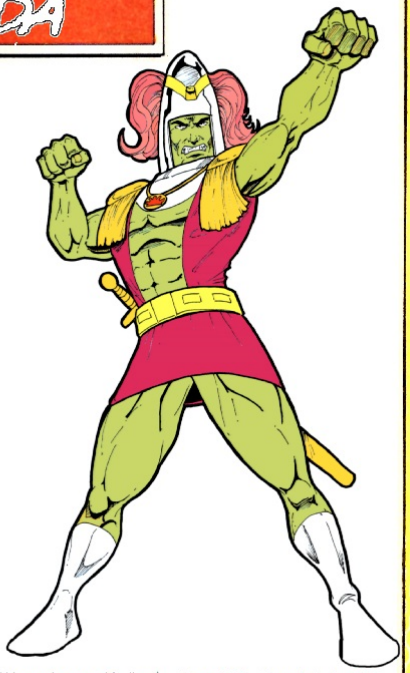
Alter Ego: R'es Eda
Occupation: Criminal, former Keeper of the Sacred Martian Symbols and military leader
Marital Status: Unknown
Known Relatives: None
Group Affiliation: None, formerly Martian Government
Base of Operations: Mars II
First Appearance: Adventure Comics #449
Eyes: Green *Hair:* White

HISTORY

R'es Eda was a survivor of Commander Blanx's unleashing of the Blue Flame of Mars, which rendered their world uninhabitable. Exiled among the few survivors to a tiny surrogate world dubbed Mars II, Re's Eda served as Keeper of the Sacred Martian Symbols. However, Eda felt that his people were doomed to die far from home, and was receptive to Army Commander N'or Cott's revelation that he had discovered an advanced underground civilization called Baltaz. Regarded as the best friend of the Martian leader J'onn J'onzz, R'es knew the Manhunter from Mars well enough to be certain he would stand in the way of Baltaz's subjugation. Fearing a revolt if he had J'onzz killed, Re's Eda instead conceived a plot to smear his name. R'es took a bio-serum to counteract the effects of a ray blast, then had N'or Cott "sssssinate" him as he was presenting J'onn J'onzz with the Scepter of State. R'es Eda left J'onzz a "clue" that sent him on a wild goose chase off-world, while N'or Cott pursued in a bid to exterminate the Martians' leader before he could return.

In the meantime, Re's Eda swiftly recovered to assume command of the refugee Martian colonists housed at the Spacefort. R'es Eda told his people J'onn J'onzz had arranged to have him shot, but fearing such, he had taken the bio-serum. Eda claimed J'onzz had stolen one of the Martian's last spaceships to escape detection. Re's next emptied the Spacefort's armory, taking all weapons and military supplies available for use in conquering Baltaz. Every Martian man, woman and child was led out of the Spacefort on an exodus through the Primitive Zone. Near the end of their trek, Martian Manhunter returned with Superman in tow to find his people camped for the night. Confronting their leader in his tent, J'onn J'onzz was shocked to uncover his former friend's treachery. Re's Eda proudly elaborated on the intricacies of his grand plan to secure the riches of the fabulous civilization of Baltaz, while occupying J'onzz through his obsessive loyalty to a fallen fellow. Re's Eda grinned as he acknowledged how he had lied to the Martian colonists about Baltaz to motivate them.

J'onn J'onzz tried to reveal the truth to the Martian troops, but they were completely behind R'es Eda, and the hope Baltaz offered them. The Martians turned first swords, then ray blasters against the Martian Manhunter at Eda's command, injuring their former leader and driving off the Man of Steel. Later, Re's Eda led the march on Baltaz, but was halted by the arrival of the Batman and a dying N'or Cott on Mars II. Eda's co-conspirator revealed that the atmosphere of Baltaz was deadly to Martians, and the cause of his lethal malady. Before he passed, N'or Cott fingered Re's Eda as the traitor who masterminded all of the recent transgressions. J'onn J'onzz ordered his troops to seize R'es Eda, and the renegade hasn't appeared since.



POWERS & WEAPONS

While it may be assumed that R'es Eda would possess the commonly held super powers of Martians in an Earth environment, his having operated on the compromising Mars II allowed him no opportunity to demonstrate any such gifts (the Kryptonian Superman was also diminished on this world.) Instead, R'es Eda's attributes on his adoptive world were roughly equivalent to those of a human male of his age, height and build. R'es wielded a sword while commanding the Martian Army, who themselves carried lethal ray blasters. Martians are known to be terribly vulnerable while in the presence of fire.

Art by Jerry Rascoe

ROH KAR

PERSONAL DATA

Alter Ego: Roh Kar
Occupation: Lawman of Mars
Marital Status: Single
Known Relatives: None
Group Affiliation: None
Base of Operations: Mars
First Appearance: Batman #78 (August/September 1953)

HISTORY

On peaceful Mars, a scientific civilization with almost no crime, Roh Kar assumed the role of "First Lawman of Mars." Using televisoscopes, Martians studied Earth language and culture, while Roh Kar was specifically interested in crime busters like Batman. One day, the distorted genius Quork began a crime spree that drew Roh Kar's pursuit across their desert world, to the southern canal cities. Having reached the Space Research Center, Quork escaped Mars in a secret experimental space ship. Roh Kar was forced to wait until another craft could be constructed, but deduced that Quork would travel to Earth due to its similar atmosphere.

Once Roh Kar reached Earth, his detection instruments led him to Quork's abandoned ship, where he was detained by Batman and Robin. The Dynamic Duo had been following a fantastic criminal of their own, known only as the Stranger, and deduced he and Quork were one in the same. Roh Kar was honored by the opportunity to join the great Batman on a case, but requested the involvement of Martians be kept secret to protect his civilization.

The trio traced Quork to the Gotham City Science Hall, where Quork attacked them and took Robin hostage. Using Martian science and Earth knowledge, Roh Kar and Batman were able to locate Quork, free Robin, and take the outlaw into custody. When last seen, Roh Kar swore that he would return Quork to moon prison, then towed him and his ship off the Earth.

POWERS & WEAPONS

Roh Kar displayed no super powers typical of Martians, but had a variety of gadgets at his disposal which produced similar results. These included a "human compass," which allowed Roh Kar to track people by their brain waves; a detectophone device, which broadcast sound to a listening device; a personal jet-flight unit, and a pistol. The air on Mars was reported as much thinner than that on Earth, which caused Roh Kar to experience oxygen intoxication here if he inhaled too deeply.

Art by Jim Aparo

T'OMM

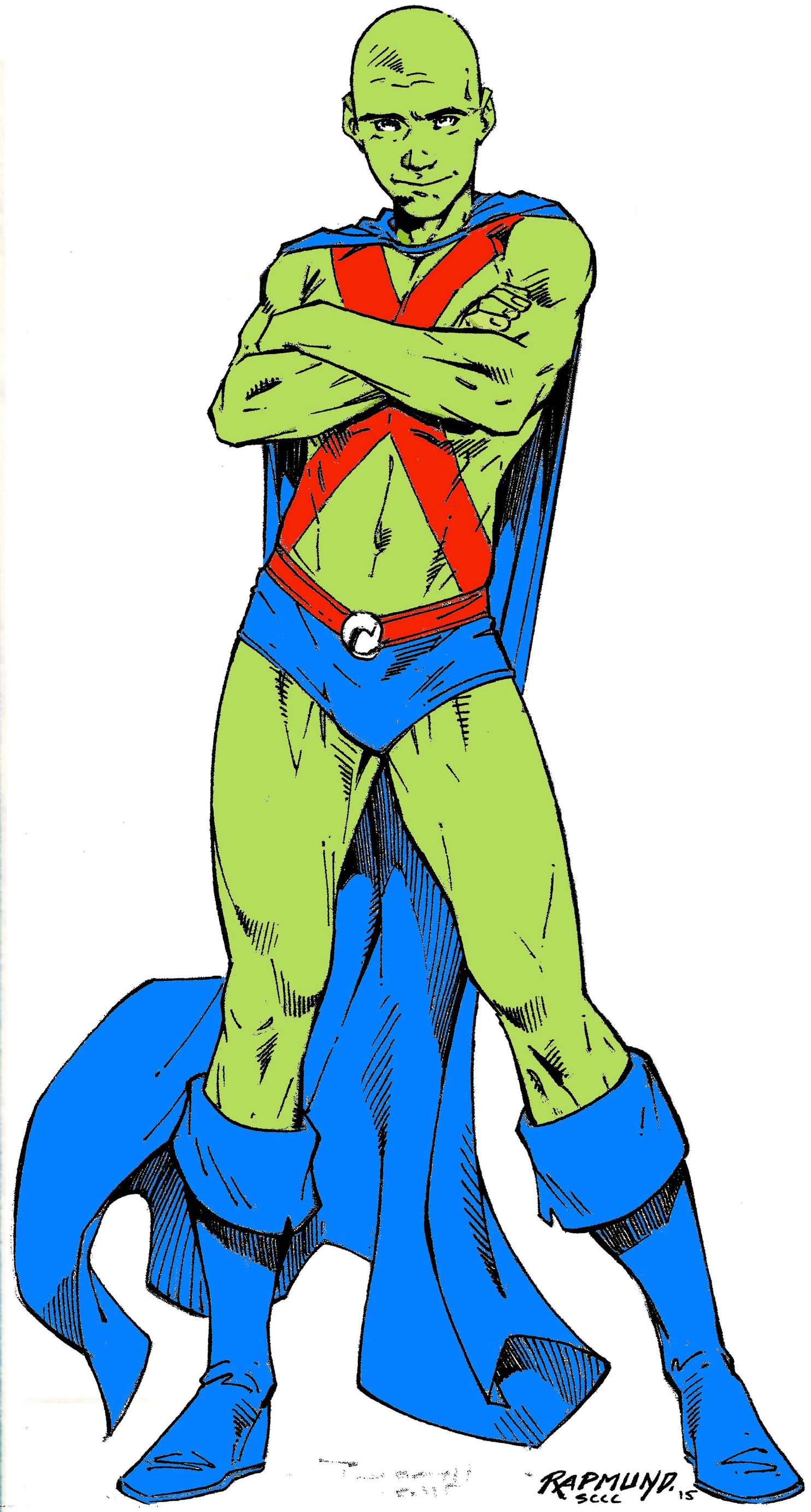
PERSONAL DATA

Alter Ego: T'omm J'onzz
Occupation: None known
Marital Status: Single
Known Relatives: J'onn (brother), unnamed father, mother and grandmother
Group Affiliation: None
Base of Operations: Mars
First Appearance:
Detective Comics #287 (January 1961)
Eyes: Dark *Hair:* None

HISTORY

T'omm J'onzz was just a boy when his older brother J'onn disappeared while away from home, performing an experiment with dangerous cosmic energy on their native Mars. Years later, J'onn managed to repair elements of the robot brain that had inadvertently teleported him to the planet Earth, but an accident caused him to draw T'omm away from Mars instead of J'onn towards it. T'omm was shocked but ecstatic to be reunited with the brother that he admired so much, and after being caught up in J'onn's otherworldly adventures, pleaded to be allowed to stay on Earth. Failing to sway with words, T'omm stole a part from the robot brain, seemingly stranding him on Earth.

When J'onn was called away by a crime in progress, T'omm ended up helping to conceal his brother's dual identity as Middletown Police Detective John Jones by appearing to be the Martian Manhunter at a point when Chief Harding believed that he had deduced the alien hero's alter ego. Later, J'onn explained to T'omm the emotional strain likely felt by their parents over losing both their sons, and T'omm revealed his sabotage. The robot brain was only wired for one more trip to Mars, so T'omm returned home with his brother's promise to rejoin his family as soon as he could.

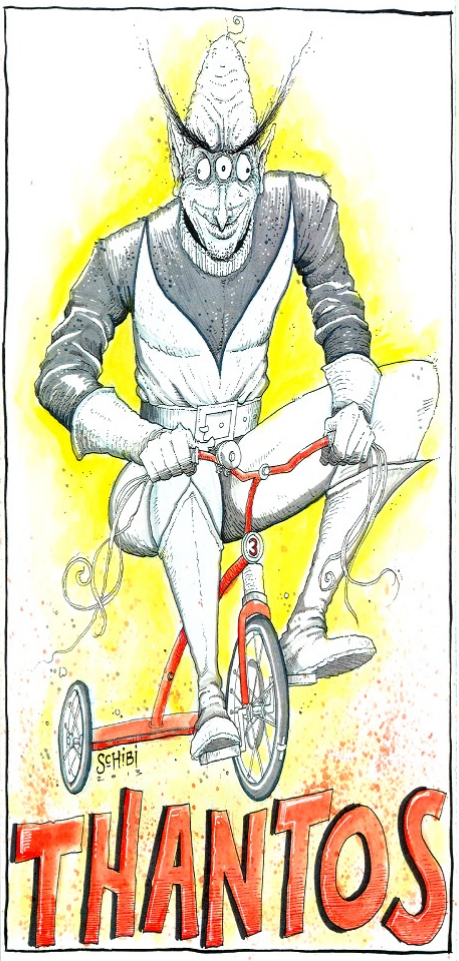


POWERS & WEAPONS

Martians are known to possess a wealth of powers on worlds beyond their own, most commonly with enhanced strength, speed, senses, invisibility, shapeshifting, and telekinetic abilities among them. While it is probable that T'omm J'onzz would possess some if not all of the powers of his brother, the Manhunter from Mars, his only superhuman feat on record involved leaping prowess. Although not depicted in his appearances, T'omm J'onzz likely is crippled in the presence of fire, as are most Martians. ■

Art by Brett Booth & Norm Rapmund

THANTOS



PERSONAL DATA

Alter Ego: The 3-In-1 Man
Occupation: Thief
Marital Status: Single
Known Relatives: None
Group Affiliation: Briefly affiliated with terrestrial bank robbers
Base of Operations: Another Dimension
First Appearance: House of Mystery #168 (July, 1967)
Height: 10'0" *Eyes:* Black *Hair:* Black

HISTORY

Little is known about the origins or motivations of the so-called "3-In-1 Man." Thantos claimed to come from another dimension in search of ancient magical herbs that would allow his time-limited visit of Earth to be made at will. To this end, Thantos struck up a deal with a gang of crooks to help him locate the necessary items in exchange for his using his unearthly abilities to steal for them. These heists across numerous U.S. cities brought the attention of the other-dimensional imp Zook and his terrestrial mentor, the Manhunter from Mars. Across a series of encounters, the heroic duo managed to learn Thantos' plan, capture his human gang, and prevent him from claiming one of the ingredients that would allow him to return to Earth. Thantos was last seen shifting out of our dimension.

POWERS & WEAPONS

The full range of Thantos' powers remain unrevealed, but those displayed well countered the Alien Atlas. Thantos is superhumanly strong, seemingly invulnerable, and can fly. Thantos can spin his body at fantastic speeds, then use his pointed head like a drill. The towering alien can alter his height to an unknown degree, shrinking at least to the size of a doll. Thantos' namesake ability is to split into three copies of himself which can vanish through an unknown mechanism. However, Thantos' duplicates were never shown to interact with their surroundings, but rather disappeared at a touch, so they could potentially be illusory. Thantos' triplication seemed to be triggered by impact with an unyielding force, and it has yet to be revealed whether this force is necessary for the replication.

Art by Cody Schibi

TOR, THE ROBOT CRIMINAL OF MARS!

PERSONAL DATA

Alter Ego: Marty Kirk
Occupation: Criminal
Marital Status: Inapplicable
Known Relatives: Inapplicable
Group Affiliation: None
Base of Operations: The planet Turas
First Appearance: DETECTIVE COMICS #243 (May, 1957)
Height: 10'0" Eyes: Black Hair: None

HISTORY

Martian scientists, among them J'onn J'onzz, constructed a nigh indestructible robot of vast strength and intellect intended to serve their planet forever. J'onzz was apprehensive about the result, and rightly so, when a fellow scientist accidentally fed a master criminal thought-control card into the TOR control board. TOR's mechanical brain quickly absorbed its crime facts via a remote electronic connection, and the robot began to function as a violent criminal. TOR proceeded to ravage Mars, its appetite for material possessions and the general rule implacable. Unable to reason with TOR or damage it with Martian weapons, J'onn J'onzz devised a plan to use the robot's greed against it. TOR was lured onto a rocket ship with the false rumor of riches within, and blasted off to the dead planet of Turas.

Crash landing on Turas, TOR was trapped, and discovered the solar dust on the world would slowly destroy even its impressive being. Through unknown means, TOR eventually learned of J'onn J'onzz's own exile to Earth. TOR spent months developing machines that would allow it to mentally control an Earthling, as well as somehow make the host immune to harm. TOR succeeded in taking control of the gangster Marty Kirk, just 24 hours before TOR's fated destruction, and set upon a campaign of revenge.

Despite TOR's best efforts in Kirk's body, J'onn J'onzz managed to elude the robot until its remaining 24 hours were nearly up.

TOR made a last ditch effort to ruin J'onzz by revealing his presence to his adopted world, but J'onzz set a fire that led to TOR's exorcism from Kirk.

POWERS & WEAPONS

TOR was indestructible and possessed of superior strength. TOR's inner machinery was designed to function indefinitely, and its robotized mind was immune to telepathy. TOR devised a means to project its mind and invulnerability to a human host, and was also able to read the thoughts of the Martian Manhunter. However, like all Martians, TOR was vulnerable to fire. TOR could also be destroyed by solar dust, and likely was.

Art by Sam Lotfi

VULKOR, THE CAPSULE MASTER!

PERSONAL DATA

Real Name: Vulkor
Occupation: Criminal
Marital Status: Single
Group Affiliation: Unnamed Martian gang
Base of Operations: Mobile
First Appearance: The Brave and The Bold #50 (October-November, 1963)

HISTORY

Vulkor was imprisoned on Mars for stealing the only working model of a super-weapon developed to defend his planet. The All-Martian Council believed that the super-weapon was destroyed in the conflict leading to Vulkor's capture, but it was instead secretly dismantled and hidden in various locations. Several of Vulkor's Martian underlings took refuge on Earth near Star City, and so hid several components in the area. Three of these underlings impersonated Earth criminals, going so far as to serve time in prison, until everything was ready to recover the super-weapon components.

Once the arch-criminal Vulkor escaped incarceration on Mars, he made contact with his henchmen. The trio of Star City Martians revealed themselves and fled prison, despite the efforts of Green Arrow and Speedy to reign them in. The same night, the trio stole a meteor that was being displayed at a museum, which had been found in a city park two years prior. They then made their way toward a strange orange capsule that had recently begun hovering over Star City. The trio awaited the orders of Vulkor, and placed the meteor into a large mechanical hand that reached down from the craft. A voice over a loudspeaker announced Vulkor's arrival, while within the capsule he shattered the meteor to reveal a component of the mechanism he was reconstructing.

Spotted by the Star City harbor patrol, Vulkor crushed their boat with his craft's arm. The patrol managed to alert Green Arrow and Speedy, who had called upon Martian Manhunter for additional assistance. J'onn J'onzz recognized the group as being a Martian gang, and endeavored to apprehend them. A quartet of Martian henchmen overwhelmed J'onn J'onzz, while Vulkor piloted his craft against the Arrowplane, which he destroyed.

A second encounter saw the archers pinning the Martians down with sonics. The Capsule Master rescued his forces, capture Green Arrow, and fended off the Manhunter. Green Arrow was allowed to escape, so that he could be mentally-controlled through a Brainwave Energizer to attack the Manhunter from Mars.

Vulkor built his super-weapon and intended to test it on the atomic-powered ocean liner the Neptune, but was detected through a radio transmitter arrow fired by Speedy. The Martian Manhunter, disguised as Green Arrow, disabled the capsule craft's forcefield and boarded. Vulkor was not up to the fight that followed, his craft and super-weapon were destroyed, and he joined his men in a prison within a volcano.

POWERS & WEAPONS

Vulkor and his minions are presumed to be possessed of all the standard powers of a Martian. Vulkor employed a large, spherical helmet which to date was only used as a means of controlling the "Brainwave Energizer." Said device, when placed within a close proximity of an individual, allowed Vulkor to control their actions. The Brainwave Energizer has proven effective against humans, but not Martians.

Vulkor piloted the atom-powered "Capsule," a large, orange, spherical metal aircraft that resembled a bathysphere. The craft contained a massive telescoping mechanical arm capable of tearing apart a jet plane. The sphere was also equipped with a forcefield able to fend off most attacks, but vulnerable to magnetized particles. The field could be used to surround the ship or projected as a wall from a distance. The vessel alone could not withstand sea pressure, and was crushed after it tumbled into the ocean.

Art by Josh C Lyman & Thom Zahler

Our wraparound cover is a J'onzz family portrait artist jam commissioned in 2015 anticipating the character's sixtieth anniversary on September 29th of that year. It features J'onn J'onzz and his brothers T'omm and Ma'alefa'ak, all of whom received their own entries in this volume of Who's Who. J'onn's wife M'yri'ah and daughter K'hym will receive entries in future editions, as will their primary deity of choice, H'ronmeer.

Who's Who

Sha'sheen J'onzz

The unnamed matriarch and patriarch of the J'onzzes debuted in Detective Comics #236 (October, 1956) and made sporadic appearances thereafter. Originally, the parents enjoyed a final meal with their sons before the elder J'onn had to excuse himself for work. J'onn was then accidentally teleported to the planet Earth, leaving his mother to worry for years over his mysterious fate. J'onn was trapped on an alien world, but used his scientific prowess to investigate means to reach his home planet. Thanks to solar explosions, J'onn J'ozz was briefly able to carry a teleconferencing signal to Mars, comforting his parents with the truth about his disappearance and life on Earth.

Some time later, younger son T'omm was also briefly transported to Earth, but returned home for fear of hurting his parents further with the absence of both their sons. More time passed, until famed scientist Dr. Alvin Reeves managed to repair the robot brain that had captured J'onn J'onzz, and used it to send himself to Mars. J'onn discovered the restored device and made the same trip, reuniting with his mother, father, and brother. However, J'onn was forced to collect Dr. Reeves and return to Earth, leading to a tearful farewell. J'onn promised to visit his mother whenever he could, now that he was enabled to span the worlds.

Mrs. J'onzz was not depicted as having a consistent appearance. In her debut, she was shown as being bald, with a large headpiece, earrings, and a concealing red cloak. However, in a flashback, she was shown to have long amethyst colored hair, and dressed like a latter-day pilgrim. In her final story, she had white hair in a bun, and was wearing a decidedly less austere orange dress, with a short cape and headpiece.

Sha'sheen was finally named in the late 1990s Martian Manhunter ongoing series, where it was also revealed that she was one of the Manhunters that served as guardians over Mars, who inspired J'onn to follow in her footsteps. She was also described as a mystic visionary with powers of precognition that gave her insight into Ma'alefa'ak's future evil. When her adult son brought the New Gods of Apokolips to Mars, Sha'sheen alone was suspicious of their intentions. When the worm inevitably turned, Sha'sheen and J'onn fought together with other Manhunters to drive back the invaders. Her husband M'yrnn was tortured to death on Apokolips, and the mind and soul of Ma'alefa'ak was irrevocably twisted by Darkseid and his forces. Eventually, a spree of mind-rapes began on Mars, and Ma'alefa'ak was his mother's only suspect. As J'onn was in denial, it fell on Sha'sheen to investigate Ma'alefa'ak alone, and her mind was destroyed in retaliation. Sha'sheen's lifeless body yet ensnared her spirit, so J'onn consigned it to a funeral pyre in the Well of Souls to free her. Sha'sheen's final act was to inform J'onn of Ma'alefa'ak 's wrongdoing and compel him to act for justice.

Grandmother

When J'onn J'onzz was still a boy, his grandmother told him stories of the Martian god of death and fire, H'ronmeer. Long after her death, she was recalled by J'onn in Justice League of America #256 (November, 1986), the only appearance to date made by his grandmother and the first ever reference to H'ronmeer.

M'yrnn J'onzz

Most of the history of J'onn J'onzz's initially unnamed father mirrors that of his wife Sha'sheen. Both debuted in 1956, appeared a couple more times, then were forgotten until the 21st century. M'yrnn was a philosopher-mathematician and scholar who contributed to the formal education of J'onn and Ma'alefa'ak. He served on the ruling council member of Mars, and was described as more emotionally open than Sha'sheen. When Ma'alefa'ak brought the New Gods of Apokolips to Mars, M'yrnn was befriended by Glorious Godfrey, who attempted to glean from him information on the Anti-Life Equation. The concept had been inspired by the sciences of the red planet, and the lord of Apokolips Darkseid was willing to ravage Mars to acquire it. M'yrnn and Ma'alefa'ak were kidnapped and tortured for information by DeSaad. M'yrnn did not survive this process, but did take a measure of revenge against Apokolips before his passing.

While all of the best know J'onzz family members are present in the cover art, there are several omissions.

J'ahrl J'onzz

J'ahrl J'onzz was a Manhunter from Mars and a colonist on Earth five thousand years ago who attempted to comfort the terrestrial survivors of atrocious White Martian genetic experimentation. He was betrayed by other green-skinned Martians who had chosen to take possession of human bodies and be worshiped as gods on Earth. J'ahrl's was trapped in an Egyptian tomb and made to merge with the structure itself, left inert until he was roused by the heroine Gypsy in modern times and finally laid to rest by J'onn J'onzz. He appeared in Martian Manhunter #25 (December, 2000.)

T'ania J'onzz

T'ania is an invention of television, first appearing in the 2002 Justice League cartoon "A Knight of Shadows" and finally named in the live action Supergirl episode "Strange Visitor From Another Planet" in 2016. T'ania has not been seen in any mainstream DC comics, but has appeared in the comic book adaptation of Justice League, and there her history is essentially identical to K'hym J'onzz. In the New 52 continuity, J'onn J'onzz's daughters were replaced by one son, who ultimately became the personification of the planet Mars.

COVER LEGEND

1) Ma'alefa'ak 2) H'ronmeer 3) J'onn
4) M'yrnn 5) M'yri'ah 6) Sha'sheen
7) T'omm 8) K'hym 9) Grandmother

Who's Who IN Martian Manhunter